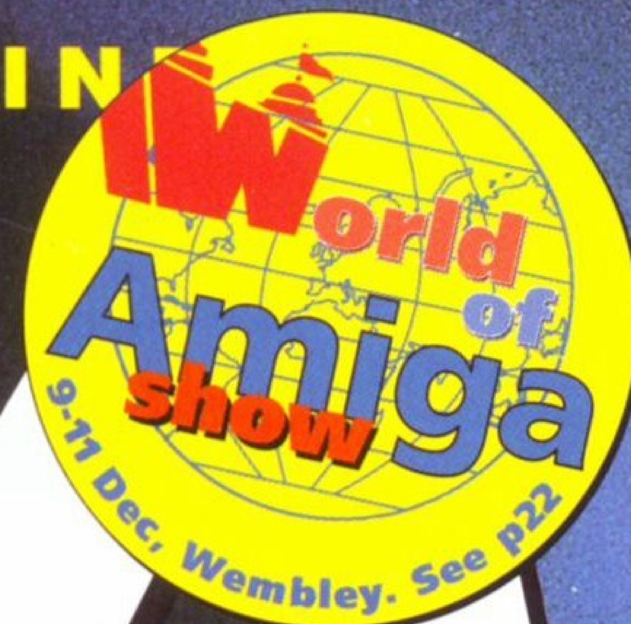
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AMIGA FORMAT

£3.95 ■ DECEMBER 1994 ■ ISSUE 66

MORTAL KOMBAT II

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Tiger Cub — AMIGA FORMAT Disk 66a

PLUS: A1200 Pixel 3D Pro fix

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Dr T's entry level music package combines MIDI notes and IFF samples with ease.

Zeewolf — AMIGA FORMAT Disk 66b

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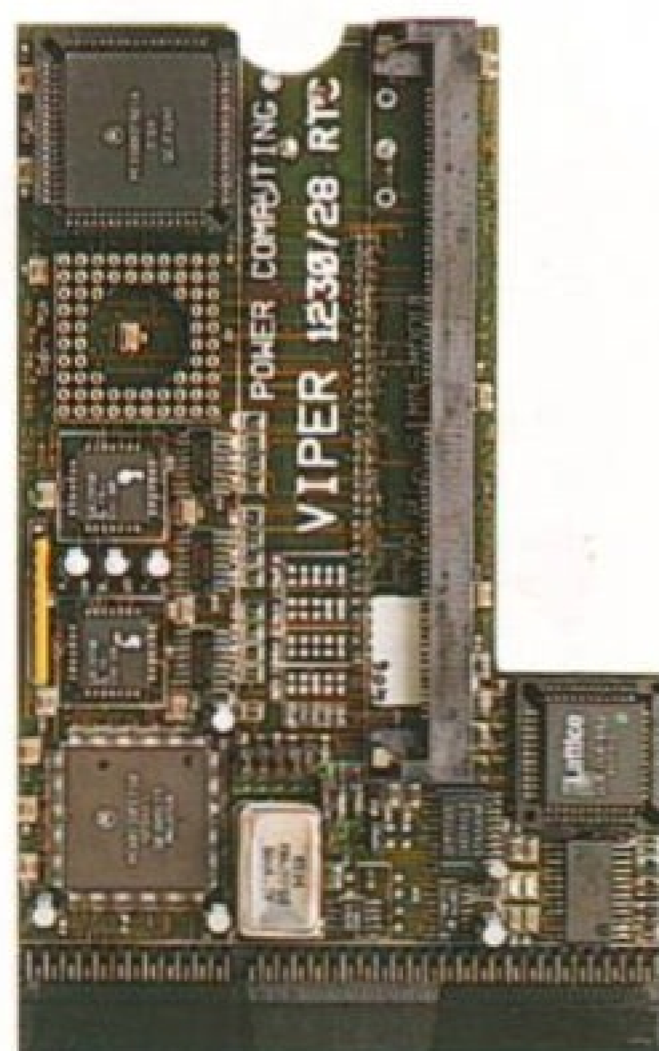




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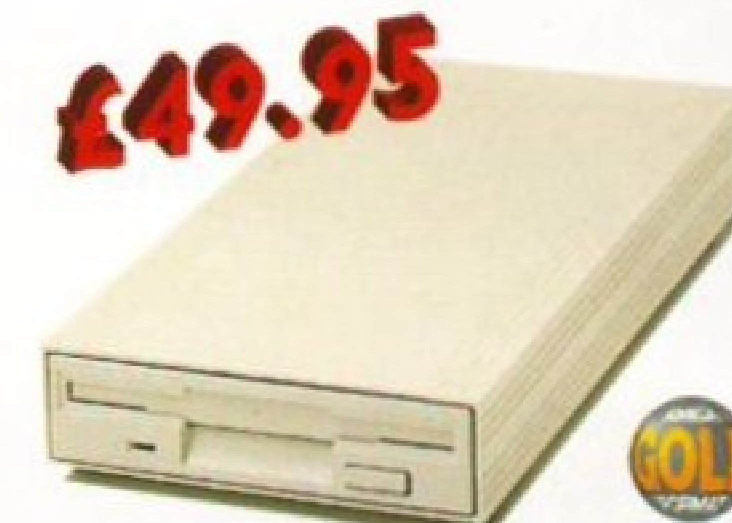
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AMIGA FORMAT

ISSUE 66 ■ DECEMBER 1994

AMIGA NEWS



David Pleasance treats Nick Veitch and Steve Jarratt to a splendid rendition of *Scarborough Fair* at the FES.

Showtime! p22
Amigas on show at FES, plus news of World Of Amiga at Wembley.

Chelsea attack! p24
Commodore under cash threat from soccer club.

MAIN FEATURE

Run the RISC p32
RISC processing is changing the face of computing – and the Amiga is next in line. We explain the ins and outs of Reduced Instruction Set Computing.



Motorola's PowerPC chip could well be sitting inside the next big box Amiga.

SERIOUSLY AMIGA

Introduction 93

Wordworth versus Final Writer 94
With updates of their popular word publishing packages, Digita and Softwood are going head-to-head for your cash. We pit their products against one another to see which one packs the bigger punch.

Easy Ledgers 2 99
An accounts package may not seem the most exciting of programs, but Jason Holborn proves that first appearances can be deceptive.

3D Products 102
WaveMaker, *Essence 3* and *Spark* all help you to create special effects in your 3D animations. We take them for a test render.

Video Backup System 3.0 107
Hard drives can corrupt, floppies are a pain, magneto-optical dives are expensive. So why not try backing up to video tape instead? We're not kidding – just don't tape over your mum's *EastEnders*...

Video Options Card 110
If you've ever felt a burning desire to plug your Amiga into a dozen different monitors, this kit gives you all the options you'll ever need.

CD-ROM round-up 114
At long last it looks like the Amiga has jumped on board the CD bandwagon. So Jason Holborn reviews a new CD drive from Gasteiner and looks at a whole host of new CDs for the Amiga.

SCREEN PLAY

Page 45



Mortal Kombat II finally hits the Amiga – and we've got the *only* finished version! p46

Every new Amiga game reviewed and rated!



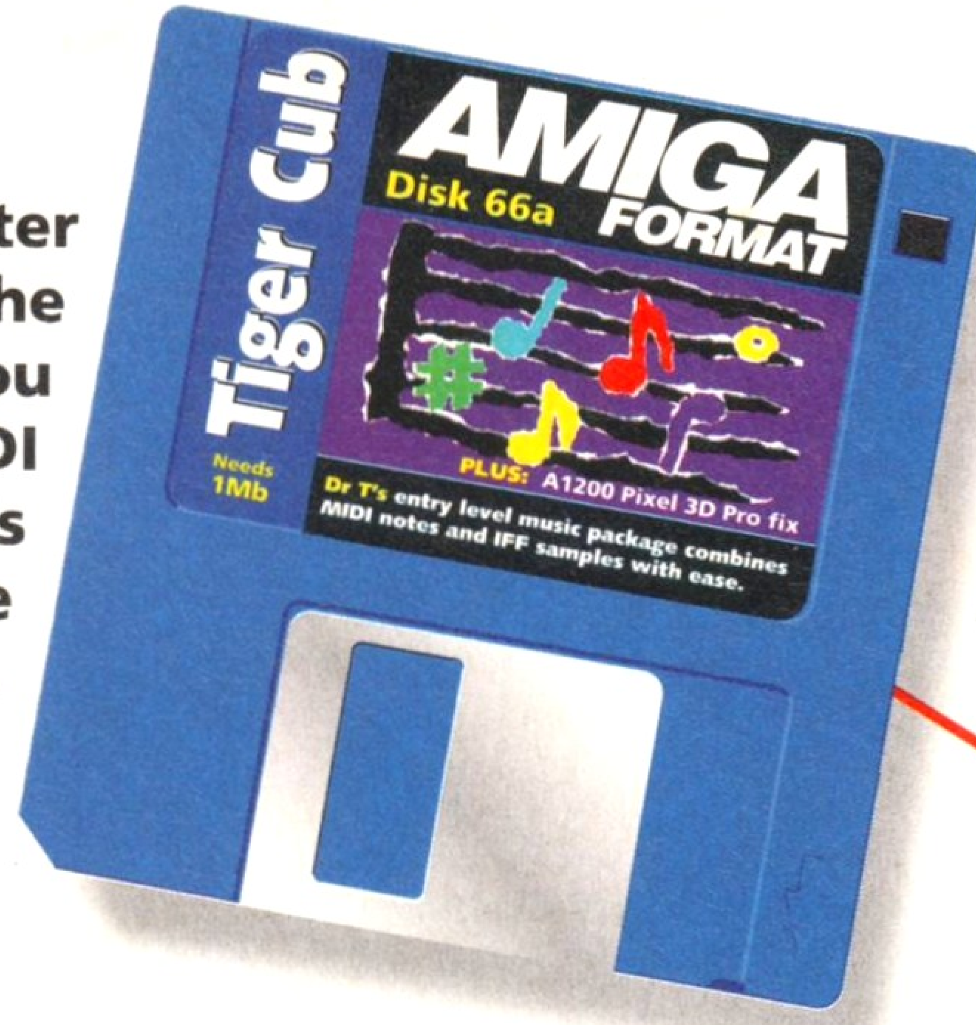


Cannon Fodder 2 (left) – have Sensible done it again? Or is it just a case of gore of the same? *Zeewolf* (above) takes a starring role on our Coverdisk and earns itself an *Amiga Format* Gold into the bargain.

Mortal Kombat II 46
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COVERDISK 1: TIGER CUB p10

We've had loads of people after *Music-X* – well *Tiger Cub* is the next best thing! Learn all you need to know about MIDI sequencing with Dr T's excellent music package over on page 10.





COVERDISK 2: ZEEWOLF p14

Binary Asylum's first ever game is a brilliant helicopter shoot-em-up. Featured on our Coverdisk is a specially written mission – for a full briefing turn to page 14!



EXCLUSIVE! MORTAL KOMBAT II p46

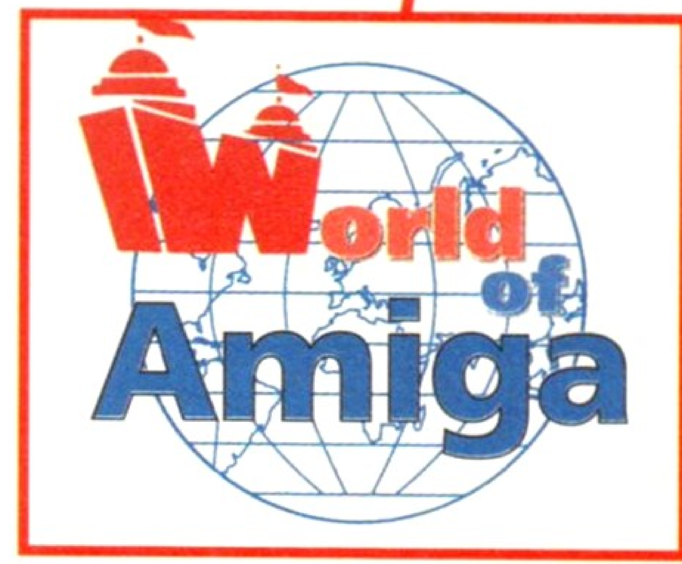
We don't often go this mad over a game but, heck, this isn't just any old game. First review, right here.

WIN A MORTAL KOMBAT II COIN-OP! p49

No. It's no joke. We've *really* got an *Mortal Kombat II* arcade box and it's up for grabs to the readers of *Amiga Format* and *Amiga Power*!

WORLD OF AMIGA P22

Commodore start to show signs of life again, by hosting the World Of Amiga Show at Wembley, 9-11 December.



TUTORIALS

DTP Tutorial 150
Marcus Dyson helps you create your own personal stationery.

Paint Tutorial 154
Jason Holborn puts things into perspective.

OctaMED 160
Ed Wiles demonstrates some special effects using *AF62*'s music composer Coverdisk.

Blitz Basic 2 164
Sprites and Shapes are the subject for the last of Roy Ferguson's *Blitz Basic* tutorials.

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AMIGA FORMAT More people read *Amiga Format* than any other Amiga magazine on the planet!

Welcome to *Amiga Format*. By choosing this magazine you have just made a very wise decision: this is the world's most popular Amiga magazine. And that means more Amiga users know us, trust us and choose to read us than anyone else.

Why? Because *Amiga Format*'s readers know they can trust our judgment and buying recommendations. Because we thoroughly test products, for one thing, and because we're not afraid to tell the truth. No matter how harsh it may be.

The proof? Commodore itself regularly chooses *Amiga Format* to prepare special editions of the magazine to be bundled with its machines. And surveys have consistently shown that retailers trust *Amiga Format*'s reviews above any other magazine.

So you know you can read *Amiga Format* with confidence. Welcome to the world's biggest community of Amiga users!

Steve Jarratt, Editor





This month in view

We've finally collated all of the *Amiga Format* survey results and now Steve Jarratt can reveal exactly who you are and what you think.

At last, the results are in! No, not the Oscars or from the clinic or even the 2.30 at Doncaster. The *Amiga Format* survey entries (from issue 63) have been painstakingly collected and collated. And then printed out all neat and that. So, just what is an *Amiga Format* reader and what do you think?

Once again the bulk of you are male, with just 4% being female. Sad to say that Amiga computing is still a male-dominated sport (apart from the *AF* office which has a 44.4% female quotient).

The majority of *AF* readers are aged between 15 and 19, although it seems we have something of a cult following among the 30-40 year olds, and a healthy core of over 40s. So a big hello to all you crumbly Amiga owners out there.

According to our figures, you live all over the place but proliferate in the SE of England. That might have something to do with the quaint market town of London being in that general direction. One per cent of our readers live in 'the rest of the world' and we know some of you reside in the US, but you didn't show up, statistically speaking.

With regard to your vocational occupation, 28% of *AF*'s loyal following are at school, 25% are at college or university, while 38% are in full time employment. Unfortunately, 9% are unemployed, but then *Amiga Format* – with its high-value Coverdisk programs – must be a Godsend for active Amiga owners with a cashflow problem.

As for hardware, around half of you own A1200s, with another 30% tinkering with A500s. 19% of you possess A600s, while the remaining 19% have A3000s, A4000s, CD^{32}s and (oops) CDTVs. (I know that doesn't add up – a lot of you have the luxury of being a two-machine family!)

Of course, this means that over three quarters of you are running on at least Workbench 2.0, while only 20% are still clinging doggedly on to WB 1.3. If you're thinking of upgrading, check out issue 65, p26, for £10 off Workbench 3.1.

When it comes to buying Amiga-related produce, your opinions are divided: two thirds of you reckon that its the price that matters over and above the reputation of the company, the quality of service or even the size of the advertisement. Mail order companies take note.

Amiga Format was also the subject of our survey: 72% of our readers are loyal, 'every month' type of people, while 27% are occasional, 'when it looks good' buyers – you fair-weather friends, you.

So why do you buy *Amiga Format*? For the bulk of readers it was a split decision between the contents, the Coverdisks and those who subscribe (and therefore get it no matter how great it is). A meagre 7% of you were influenced by the cover – and your favourite was issue 63's rendered Hot Off The Press logo. (Coincidentally, that was the issue that won Future's prestigious Cover Of The Month award, so everyone agrees… it's gurt lush as our Art Ed Sue White might say.)

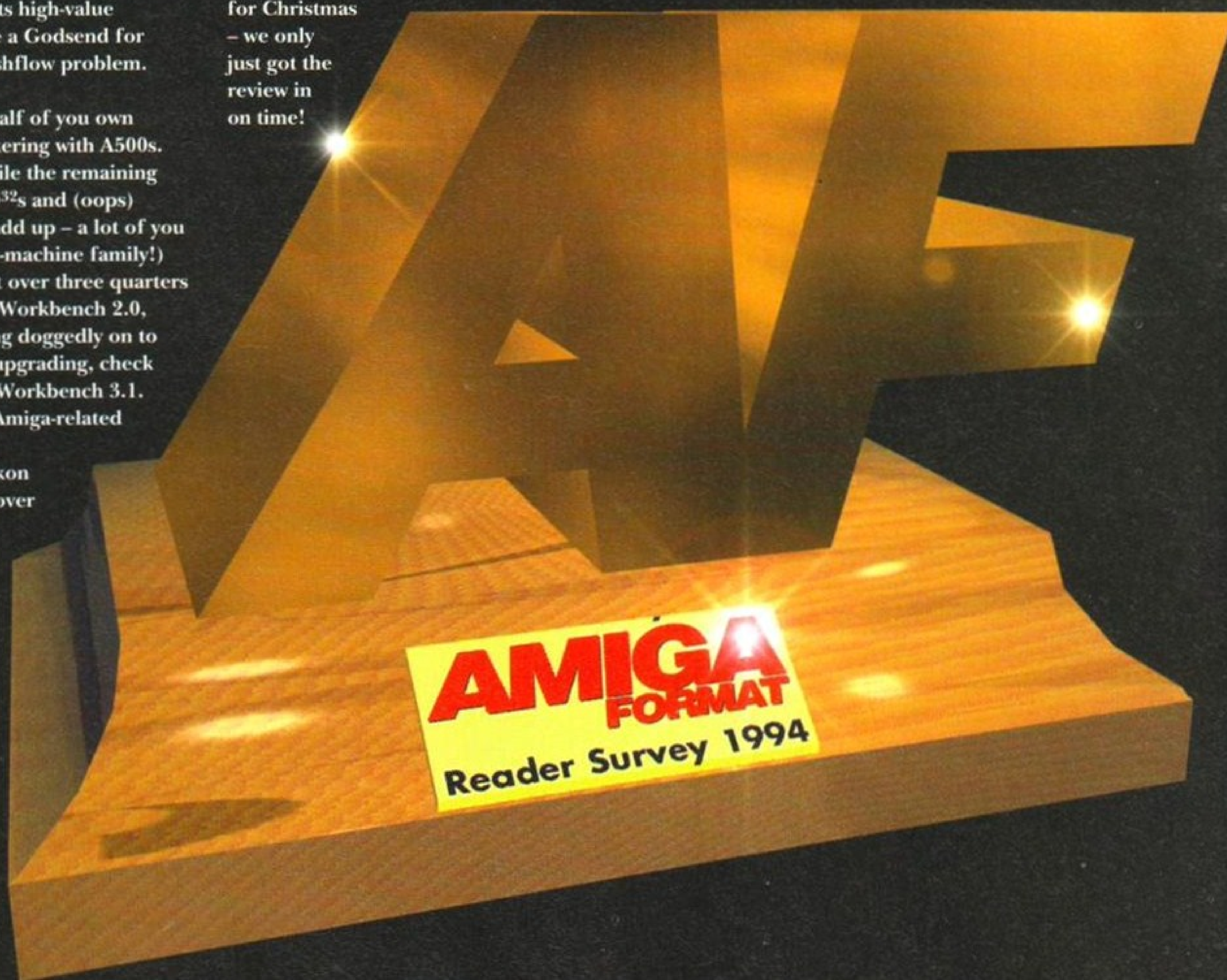
And, finally, what of the competition? 26% of you admitted to reading our sister magazine *Amiga Shopper*, with 31% claiming to peruse *Amiga Power*. *GamesMaster* and *Edge* also made a low-percentile appearance – as did some tawdry Amiga rags from the enemy. Still, I suppose you have to fill those lonely evenings waiting for *Amiga Format* to hit the streets…

One of the minor disappointments this month was that we found out about the Amiga version of *Mortal Kombat II* too late to get a Coverdisk demo. Acclaim were keen on the idea, but the coders at Probe are working overtime to get the game finished ready for Christmas – we only just got the review in on time!

Still, at least that has enabled us to put *Zeewolf* on the Coverdisk, which, in my humble opinion, is one of the best game demos we've had for ages. It's very tough, admittedly, and it takes a while to become accustomed to the controls (especially on the mouse). But stick with it and you'll have a hell of a blast. (And, let's face it, if I can complete the entire demo on my third attempt, anyone can!)

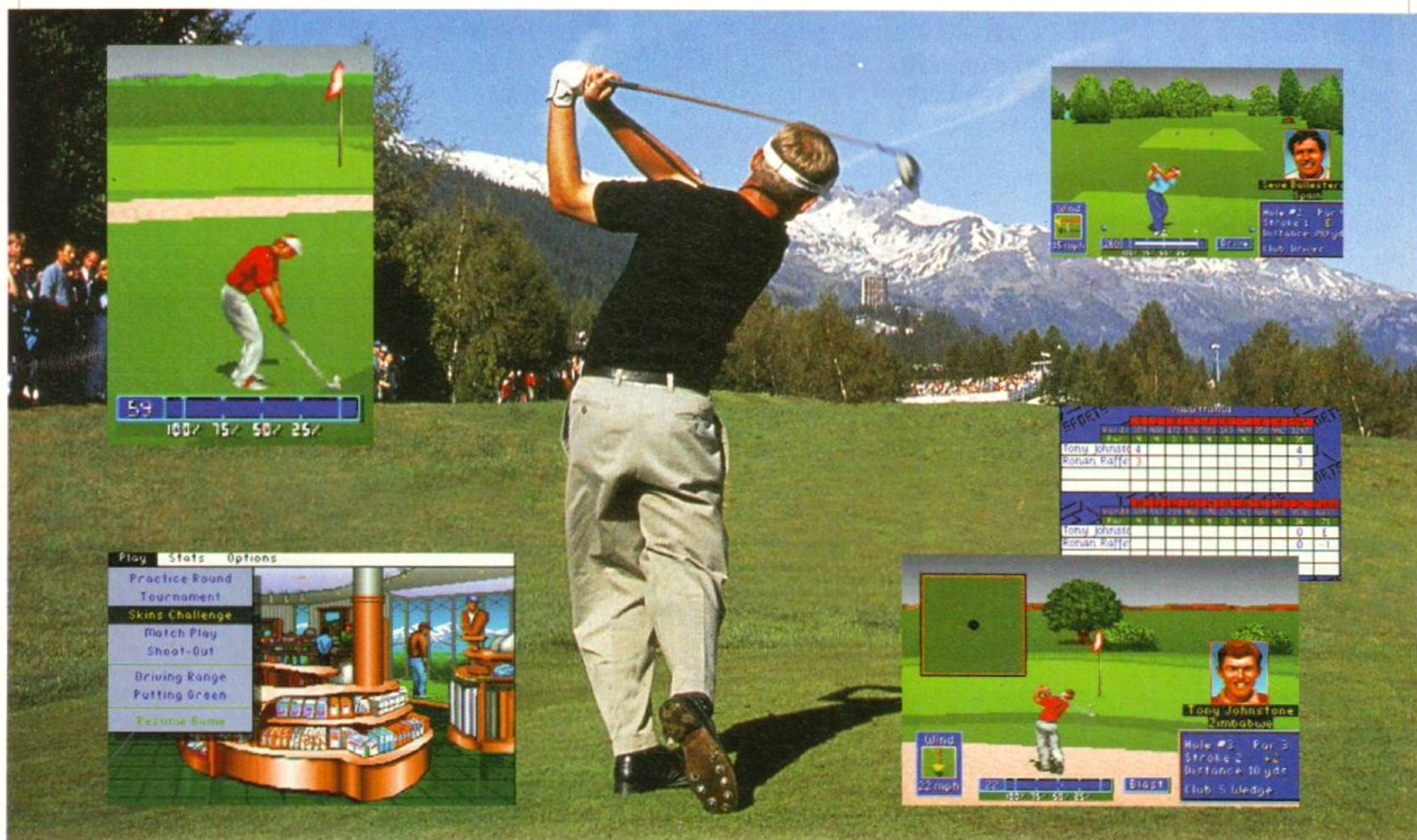
And speaking of games, you'll be able to write your own as from next month. Our extra-special Christmas issue has three Coverdisks: two BIG exclusive game demos (trust me) plus a copy of *AMOS Professional*. This award-winning program gives you the power to create your own games, demos and even simple utilities. Our own resident *AMOS* pro, Jason Holborn, will be giving you some excellent advice on how to start using *AMOS* and over the coming months will be providing in-depth tutorials to make sure you get the most from this brilliant package.

AMOS Pro usually costs, ooh, about four thousand pounds, I reckon. But now you can embrace its dark and menacing power simply by buying the downright lovely *Amiga Format* Christmas issue. Glad tidings or what?



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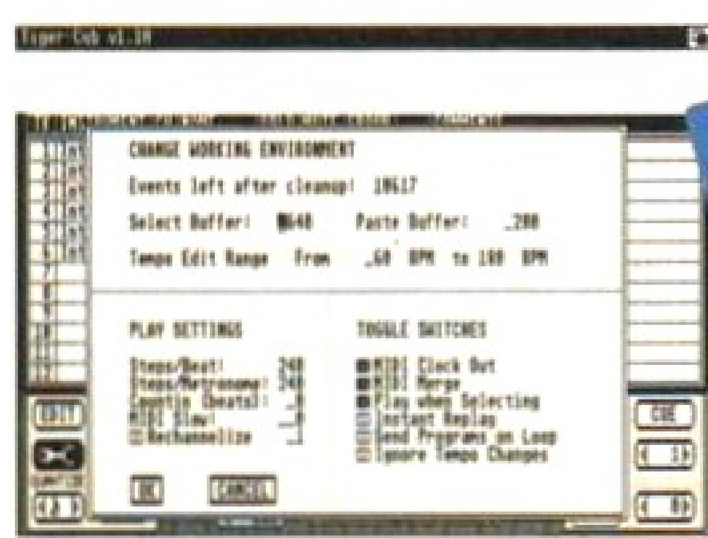
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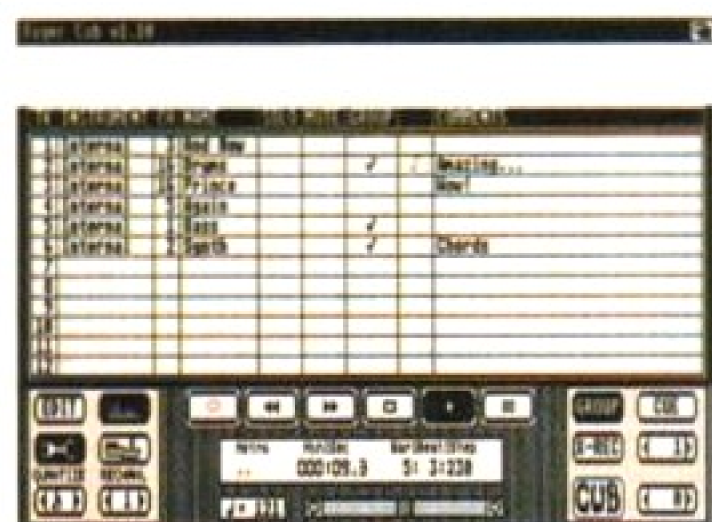
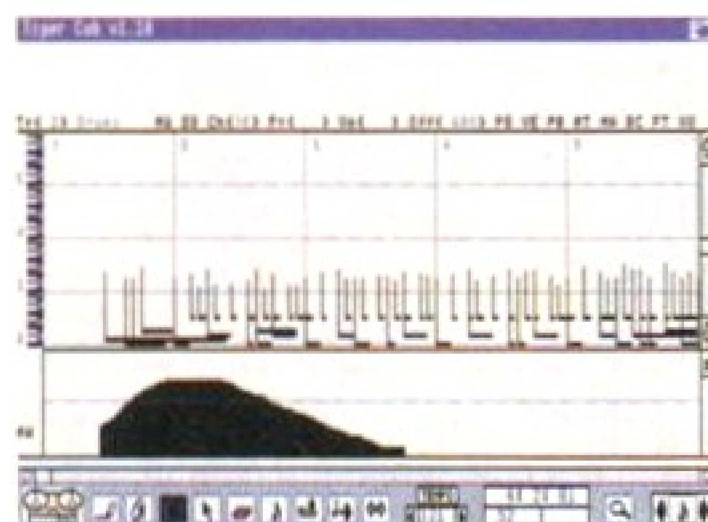
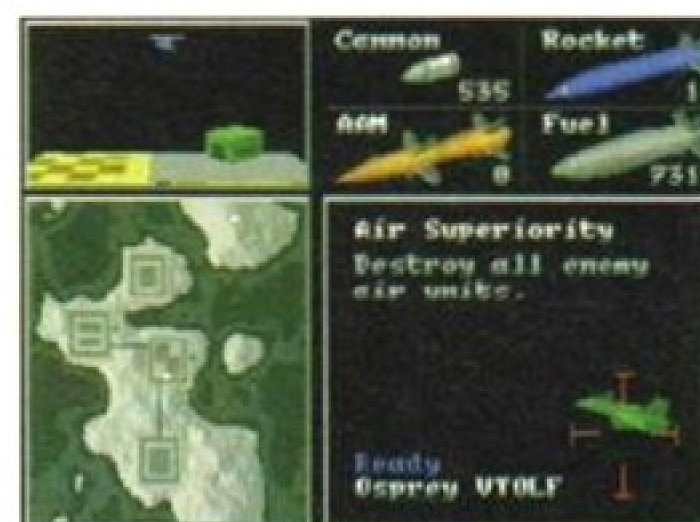
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COMPUTER WORLD

AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...


Turn on, tune up and make sweet music on your Amiga with our fantastic *Tiger Cub* sequencer package.

Fly around in a helicopter and shoot things in our exclusive and fiendishly difficult *Zeewolf* demo.



Tiger Cub

Making music with your Amiga has never been easier, thanks to our highly excellent *Tiger Cub* Coverdisk. Maff Evans gives you sound advice on how to get your Coverdisk up and running.

Ask any manager of a music shop and you'll find that the top-selling piece of equipment is frequently a keyboard workstation – a synthesizer with a built-in sequencer. It may be convenient having everything in one box, but there's something about having the visual element to play with which makes using a computer-based sequencer a more dynamic way of working.

Tiger Cub is an example of a very visual sequencing system. Notes can be edited or entered on a grid-based screen, and with all the information on display it can then be tweaked using the mouse.

Tiger is usually only available as part of the *KCS* system, but the *Cub* incarnation on this month's Coverdisk has a few differences to enable it to be used as a stand-alone program. Over the next few pages we'll take you through the main aspects of the program so that you can find your way around *Cub*'s major screens and edit windows.

Obviously we can't hope to tell you about all of *Tiger Cub*'s options here, so these instructions mainly relate to the features on the screens and with a bit of time and experimentation you should be able to negotiate your way around these without too many problems.

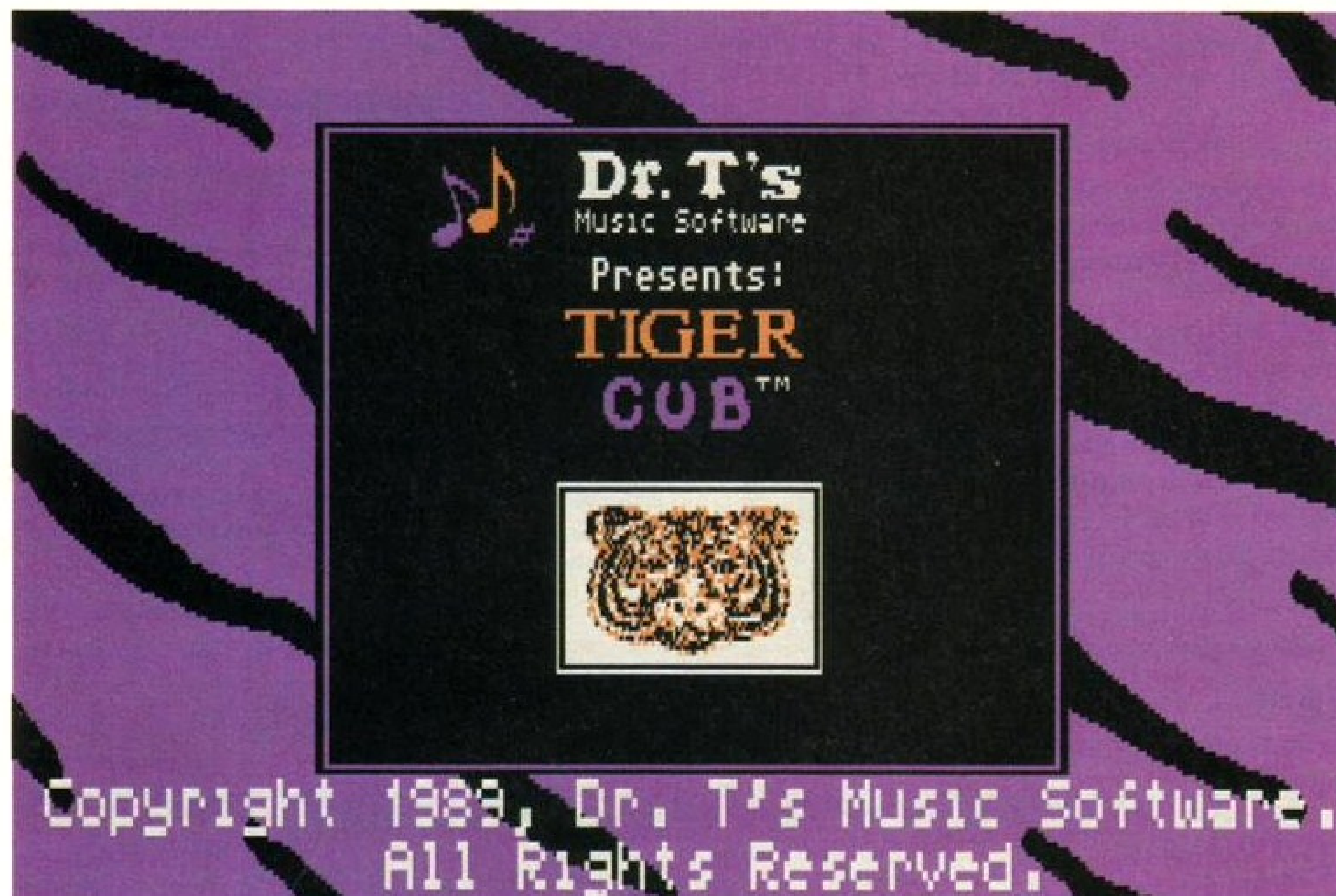
SETTING UP

You can use *Tiger Cub* with just an Amiga connected to an amplifier (which is better than using the program with a TV or monitor, although you can get away with this method at a push), but *Tiger Cub* is best used with MIDI instruments. For this you'll need a MIDI interface (costing around £15) connected to the Amiga's serial port. If you're using a single MIDI keyboard, connect its MIDI Out socket to the In socket of the interface and vice versa.

Make sure that the local control of your keyboard is turned off, because you can use *Tiger Cub*'s MIDI Merge feature (see the Tape Recorder

Every month we scour the known universe to bring you the finest Coverdisk programs and demos for your Amiga. What would you do without us?

TURN TO PAGE 16 FOR DETAILS OF THE PIXEL 3D PRO FIX



Tiger **is usually only available as part of the** ***KCS*** **system, but the** ***AF*** **Coverdisk** ***Tiger Cub*** **incarnation is a complete stand-alone sequencing program in its own right, packed with editing features.**

section) to trigger sounds. If you can't turn off local control, make sure that the MIDI Merge feature of *Tiger Cub* is turned off.

STARTING TIGER CUB

The program doesn't work straight from boot-up, so you'll have to load your Workbench before running *Tiger Cub*. Once Workbench is up, insert the *Tiger Cub* Coverdisk and double-click on the Cub icon. The program then shows you a slider telling you how much memory is available for sequencing. Moving this to the right reserves more memory for sequence data (not including sounds). If you're not planning to use any internal Amiga samples, whack this all the way across to the right, otherwise put it about half way.

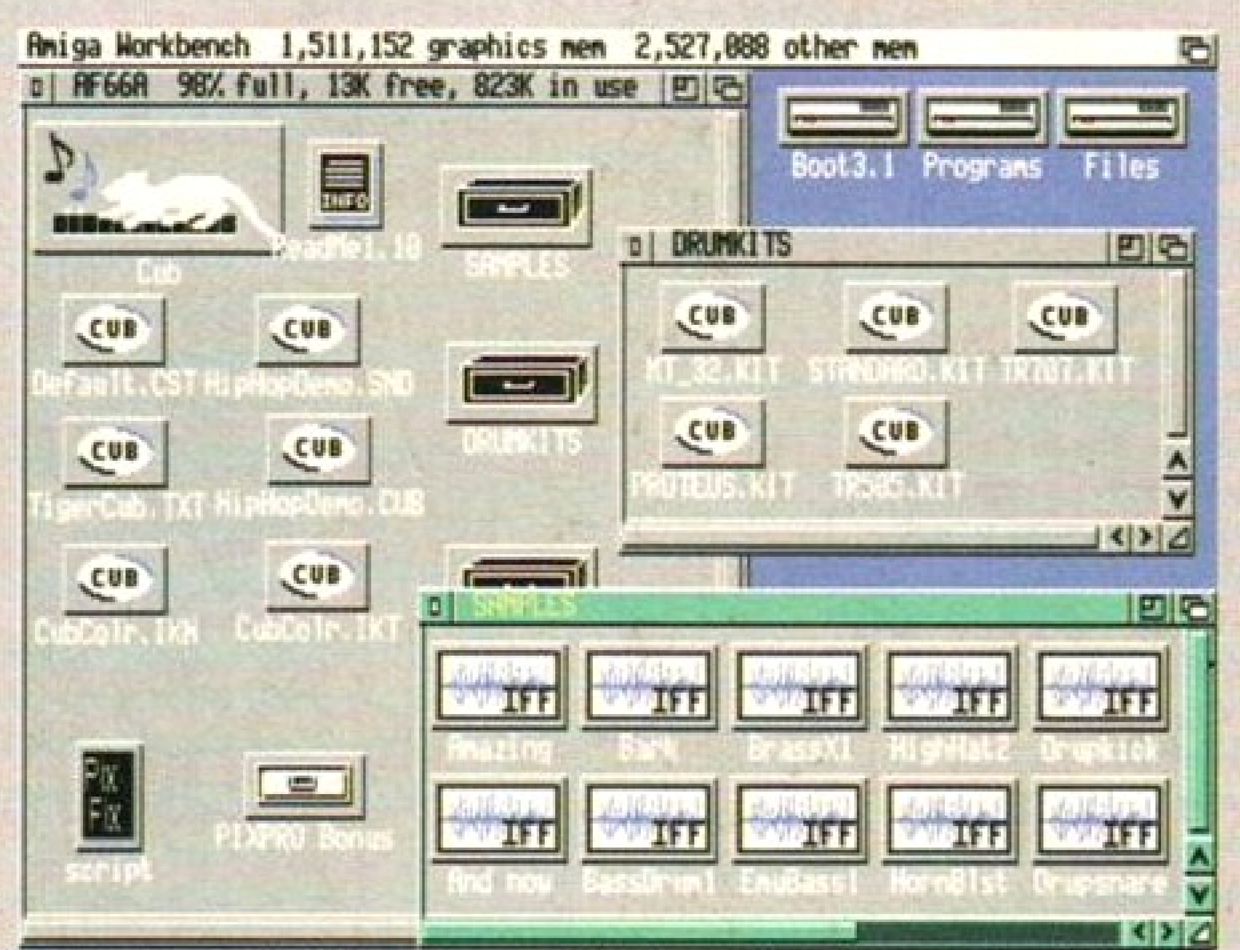
If you're running other software on your Amiga, you'll need to move the slider to the left to free up more space for these programs. Again, it takes a little experimenting to find the right balance depending on how complex your sequences are, how much memory your Amiga has and what else you'll be doing with the machine. Click on OK and the main *Tiger* program will run.

Continued overleaf ➡

HARD DISK INSTALLATION

Running *Tiger Cub* from hard disk makes working with it a lot faster. All you need to do to get it going is create a folder on your hard disk and drag all the *Tiger Cub* files from your Coverdisk into it (including Cub, the Samples, Drumkits and Instruments folders and all of the Cub icons).

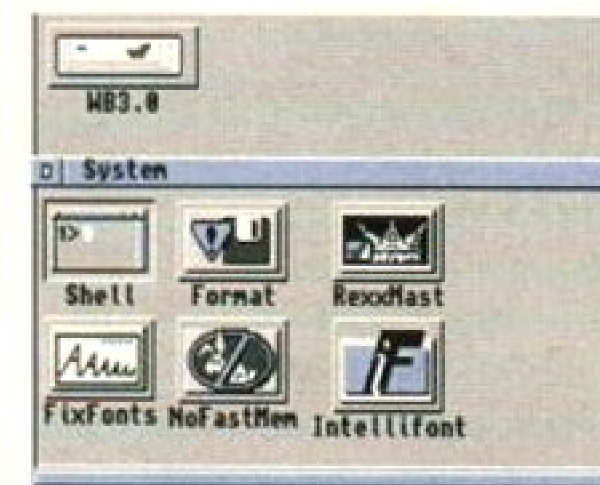
Running the program then simply involves double-clicking on the program icon.



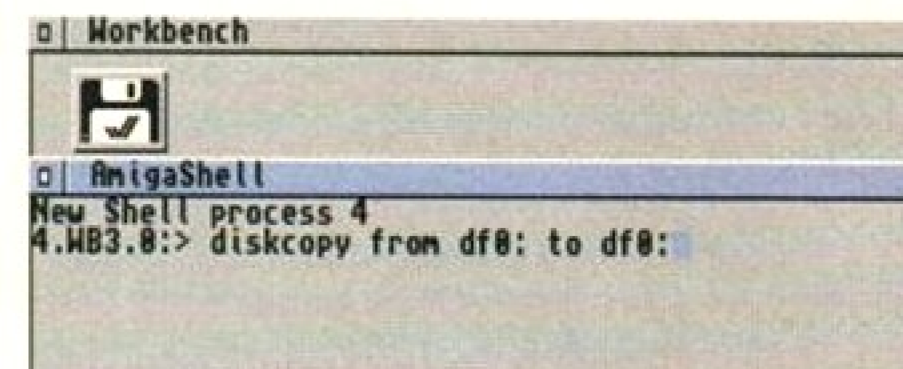
To install *Tiger Cub* on to your hard disk, drag over all the Cub files from the Coverdisk.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

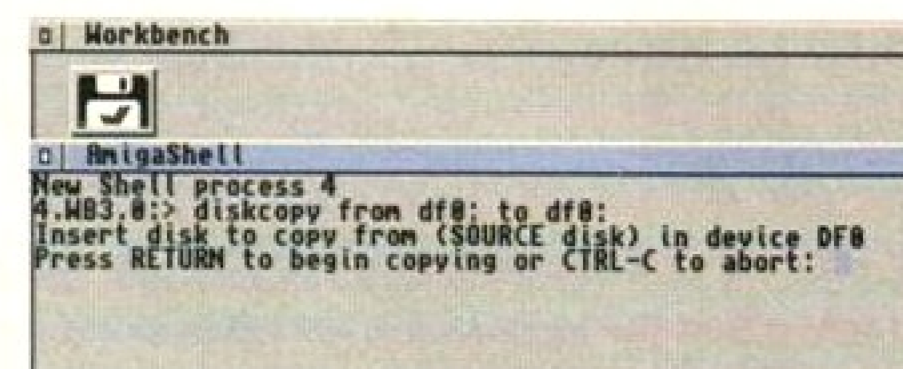


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

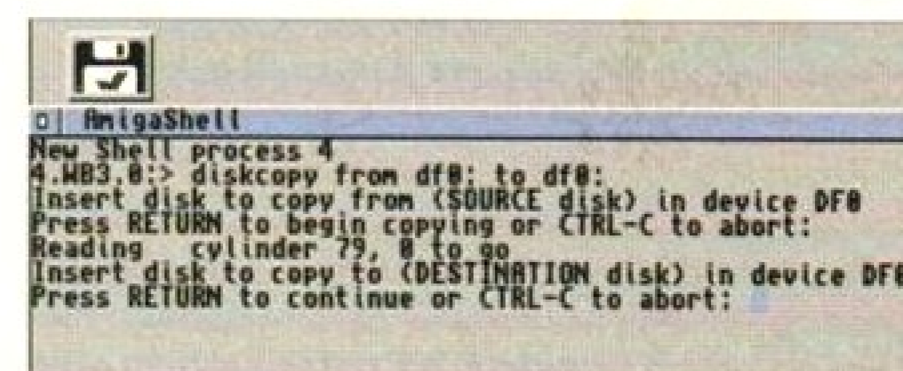


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

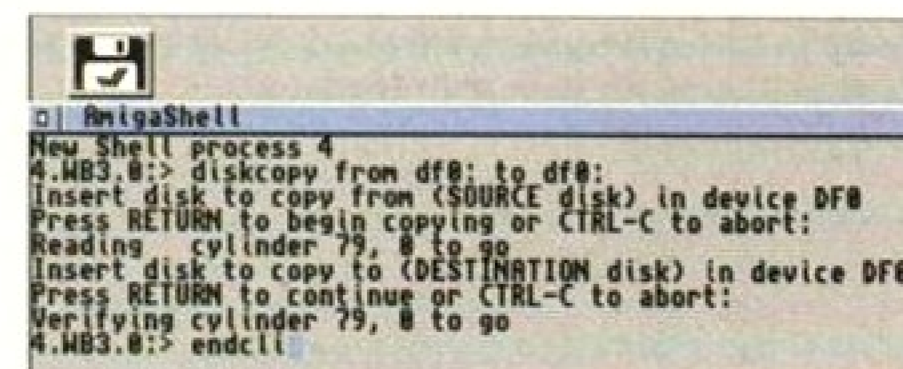
DISKCOPY FROM DF0: TO DF0:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

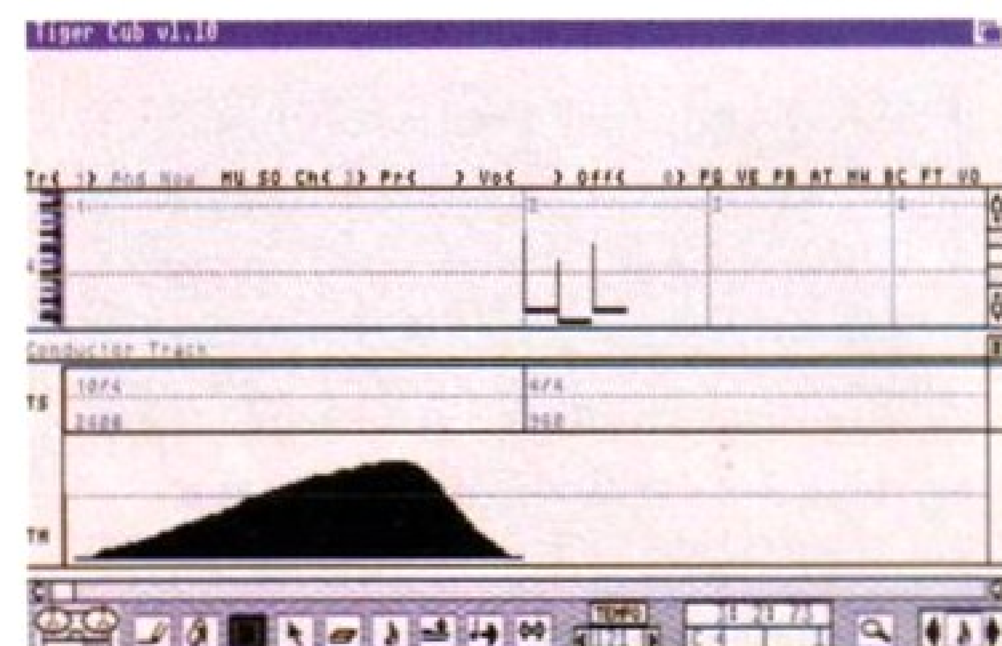
DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

Amiga Format **(insert the name of the disk) Disk, Discopy Labs Ltd, PO Box 21, Daventry, NN 5BU.**

Sound it out

Most of *Tiger Cub*'s controls are available directly on screen and these are the ones that we'll mainly be dealing with here. A number of options are available via pull-down menus (such as file options and entry into windows for editing instruments and loading sample banks) and many of the menu functions link to the edit screens, so you'll be able to figure out what they do from the screen controls listed here. Those menu functions that don't tie in with the edit screen are pretty standard fare and can be fathomed out with about 10 minutes' experimentation.



Performance data can easily be edited with *Tiger Cub*'s powerful track editor.

THE CONDUCTOR TRACK

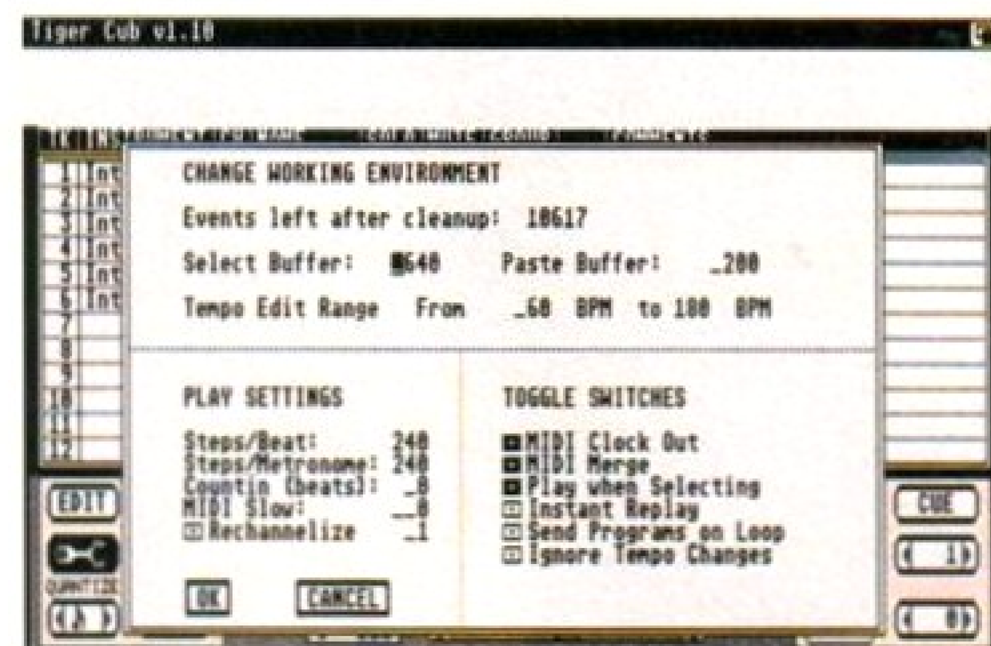
This window can be called up from a menu and shows Tempo and Time Signature changes within a track. If you click in the TS window, you can change the Time Signature from that bar and call up a new Time Signature from the window that than appears. Tempo changes can be added using the mouse in the same way as continuous controller information.

THE ENVIRONMENT WINDOW

This is where you enter the settings for *Tiger Cub*'s working environment. These parameters include things such as the limits of select and paste buffers, how many steps there are to a beat, how many bars to use as a record count in, MIDI slow (which delays certain messages to avoid MIDI hang-ups), rechannelling MIDI messages, what MIDI data to send, whether to play when you are selecting notes and whether to ignore tempo changes in the conductor track.

INTERNAL SAMPLES

Tiger Cub can play back tunes using internal samples and here is where you organise these into



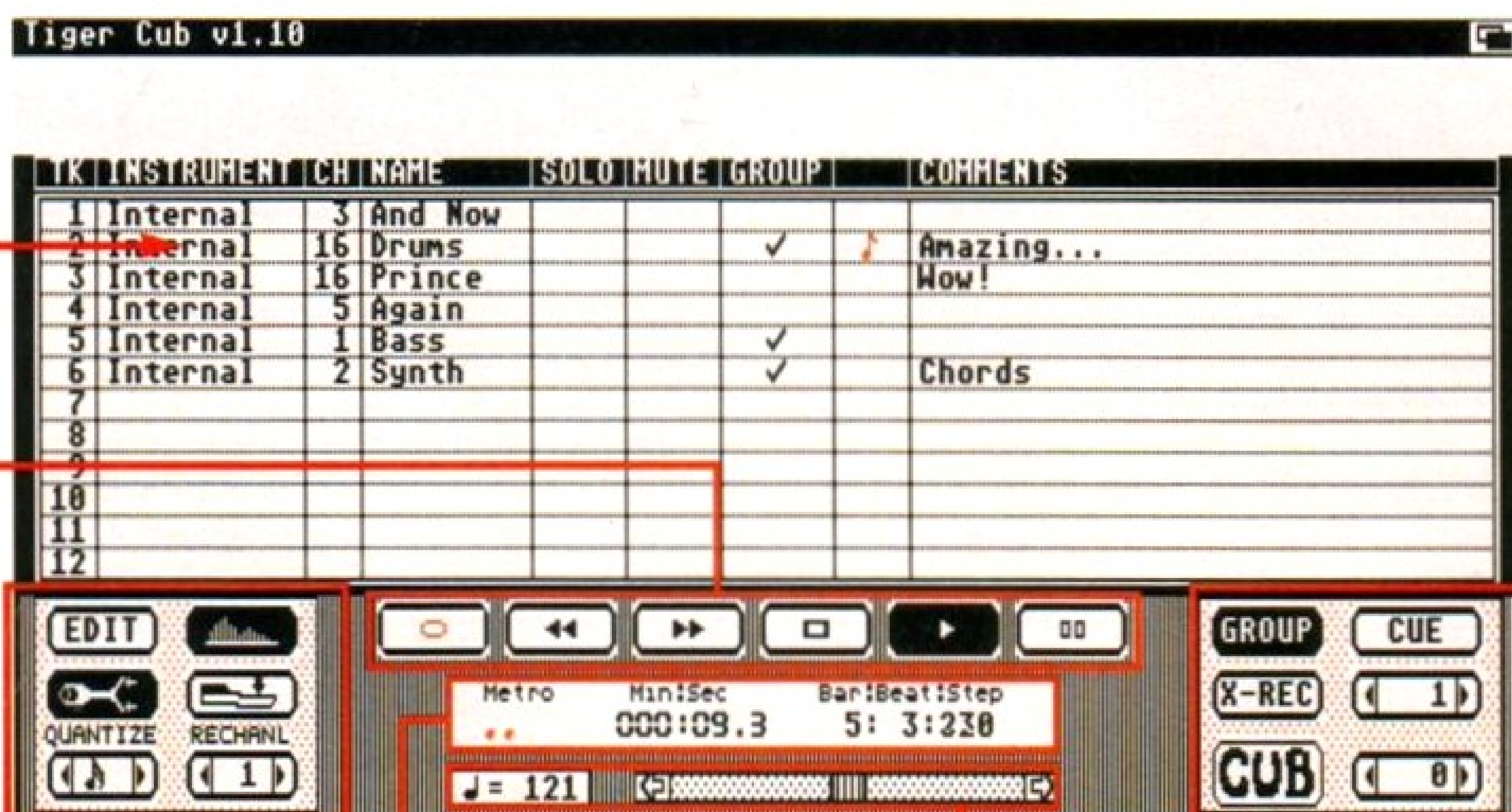
***Tiger Cub* provides an impressive level of control over your samples and sounds.**

THE TAPE RECORDER SCREEN

This is where the track names are listed along with overall controls for recording and playback.

TRACK LIST – This shows (from left to right) the track number, the instrument used, the MIDI/sample channel, the track name, solo and mute settings, the group setting, an activity channel (which shows a symbol when a note plays) and a comments field. Most of these are info columns, but you type the instrument, track name and comments yourself.

TRANSPORT CONTROLS – Usual tape recorder-type controls (Record, Rewind, Forward, Stop, Play, Pause). Click on Record to make it active then play to start recording. Click on stop when stopped to return to the start of the song. Clicking with the right mouse button starts playing. To record, click on Record so that it is highlighted (the next track will flash *RECORD*) and start the sequence playing. If the metronome is turned on, you'll hear a pulse and be given a count in (which is set in the Environment Window). All you need to do is start playing on your MIDI keyboard.



PLAYBACK INFO
Shows the metronome pulse, the elapsed song time and the song position (in beats, bars and steps).

TEMPO
Shows the current tempo and enables you to change the speed using a slider.

TRACK OPTIONS – These buttons enter the edit screen or affect the way MIDI data is recorded:

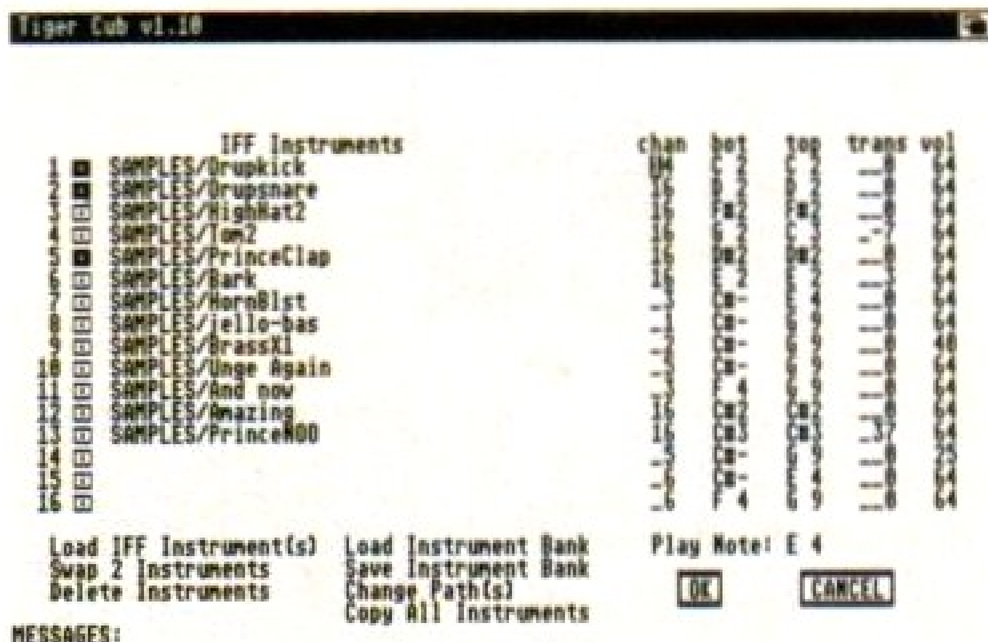
EDIT Edit
MIDI merge
QUANTIZE Quantize
Continuous Filter
Aftertouch filter
RECHANL Rechannel

Edit – Enters the graphic editing display.
MIDI Merge – This acts like a MIDI Thru, sending received info to the MIDI Out.
Quantize – Click the arrows to adjust the auto-correction grid and click to toggle on or off.
Continuous Filter – Toggles the recording of continuous controller information.
Aftertouch Filter – Toggles the recording of aftertouch information.
Rechannel – Similar to Merge, except that received data is recorded and sent out on the specified channel. Controls are as with Quantize.

LOCATE FUNCTIONS
These buttons control the song location, playback and erasing functions.

GROUP Group
X-REC X-Rec
CUE Cue

Group – Only allows the playback of grouped tracks.
X-Rec – Deletes and resets the current track when you are recording.
Cue – Sets the cue loop. Click here to play from the start cue point (or select and press on Play). The start and end points of the loop are set underneath in measures (set the end point to 0 to play to the end of the song.



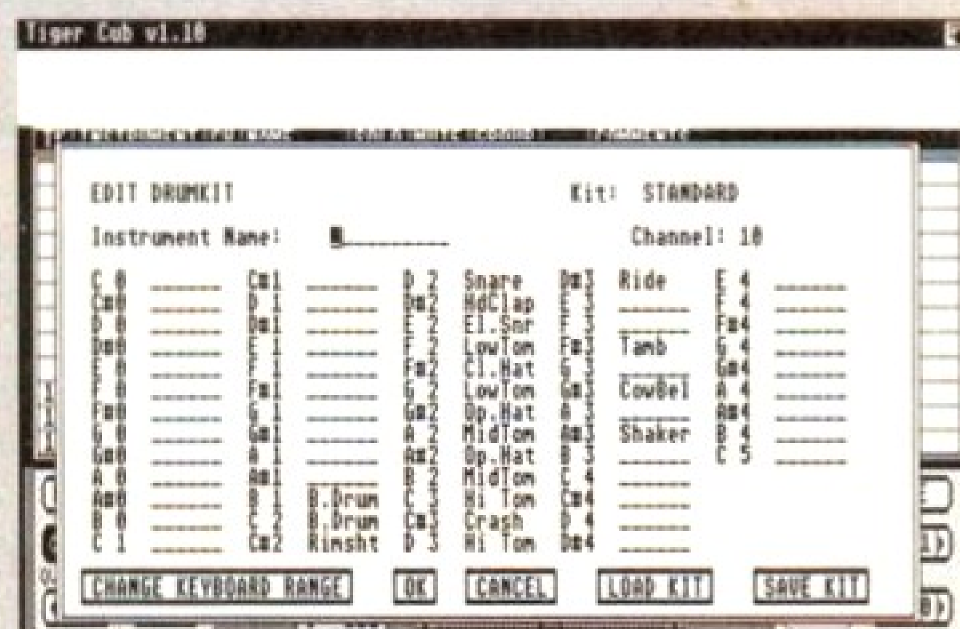
Up to 16 Amiga sampled sounds can be loaded into *Tiger Cub* and used as instruments.

instruments. You can load a sound, set the channel it is to be played on, the top and bottom note limits, how much to transpose a sound and its volume. Entire banks can be loaded and saved (as well as using individual IFF sample files) and *Tiger Cub* attempts to load each specified sample in the list from a bank, so make sure you don't move your sounds around.

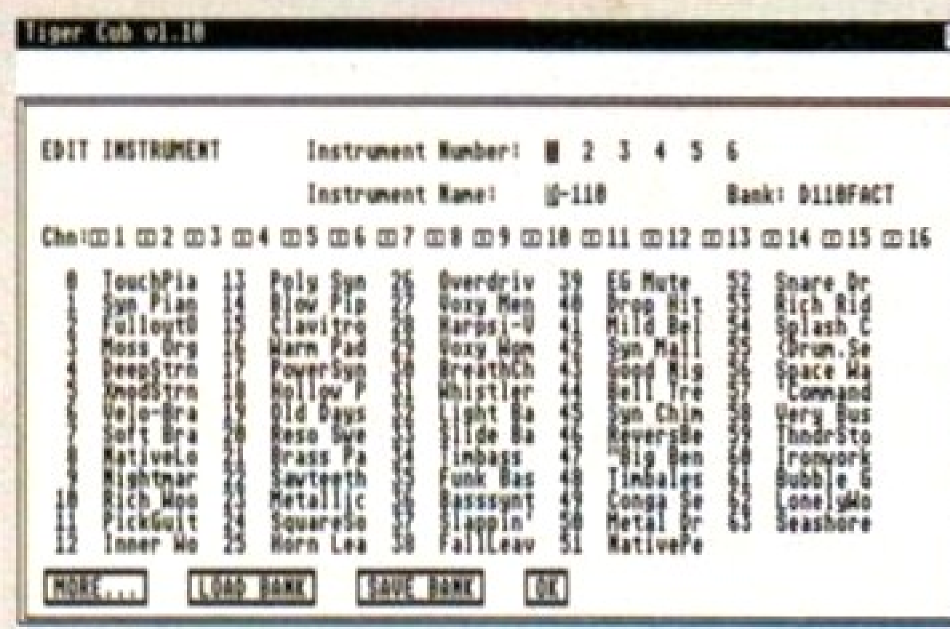
Although our Coverdisk comes complete with a range of samples which you can use in your own musical creations, you may eventually want to use samples other than these in which case you'll need a sound sampler such as the excellent *TechnoSound Turbo* which – as it happens – is available through *AF* Mail Order on page 138.

INSTRUMENTS AND DRUMKITS

These windows enable you to assign sets of patches and drum-sound locations:



Drum patches are assigned to specific notes so when you define a track, the name of the drum is displayed.



Roland's excellent synthesizer module, the D110, gets the *Tiger Cub* treatment.

The drumkit window enables you to assign drum sounds from your drum machine to particular notes. This means that when editing a drum track, the name of a drum is displayed instead of the note, making it easier to see what's happening. Just assign the channel to be used for drums and enter the names for each drum sound on the corresponding note.

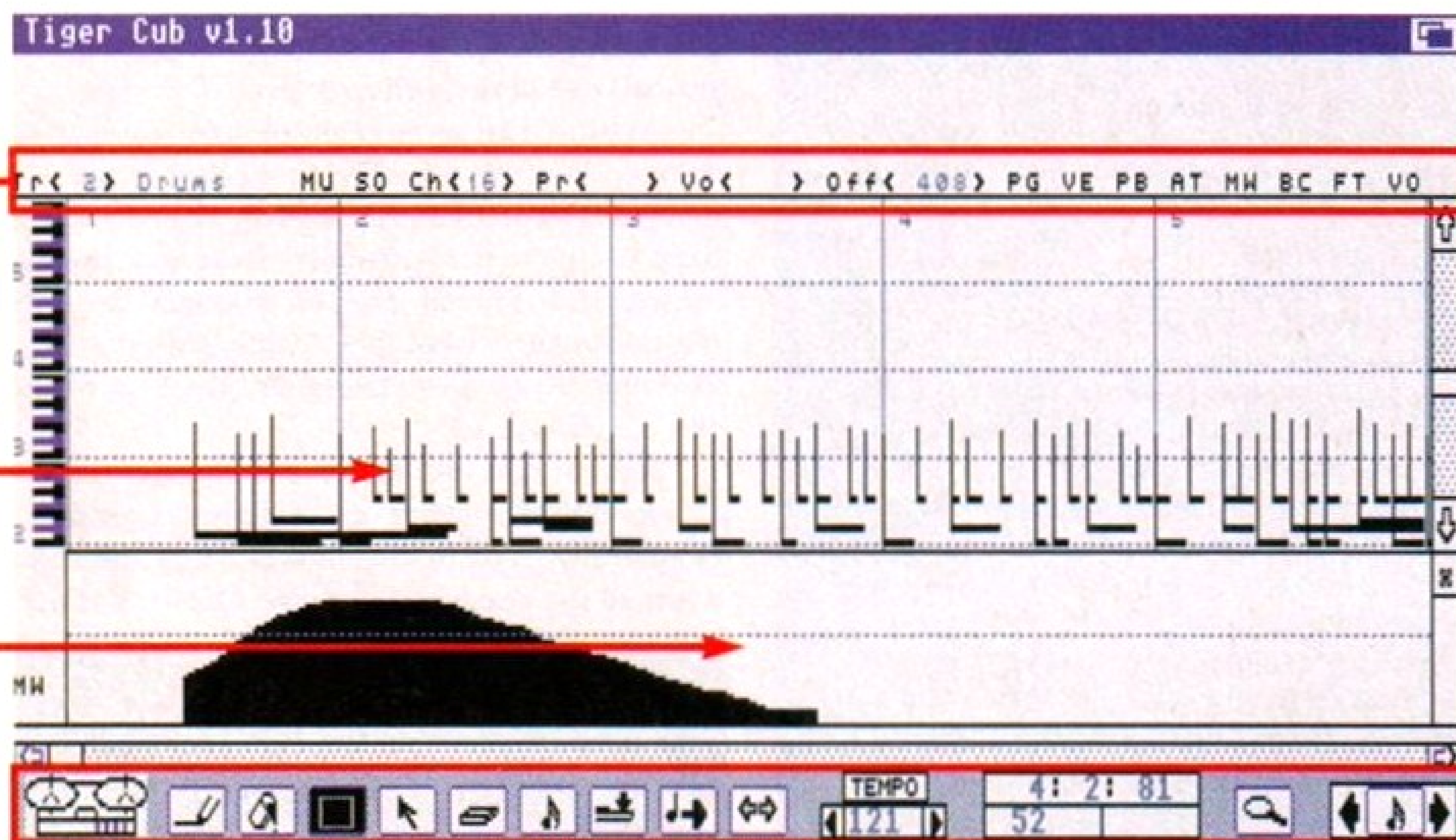
The instrument window shows the programs on your MIDI equipment that respond to certain program change numbers. You can also assign the MIDI channels that a bank of sounds can be received on. An instrument can consist of up to 128 patches and *Tiger Cub* can store six instruments at once. Both drumkits and instrument banks can be saved to disk.

In order to set up a drum bank, you'll need to consult the instruction manual that came with your particular make of drum machine. *Tiger Cub* comes complete with drum banks for a number of popular drum machines and keyboards equipped with drum capabilities including Roland's excellent D110 synth. If you don't own a MIDI drum machine or keyboard, sampled Amiga drum sounds can be used instead by loading them as internal sampled instruments.

THE GRAPHIC EDITING DISPLAY

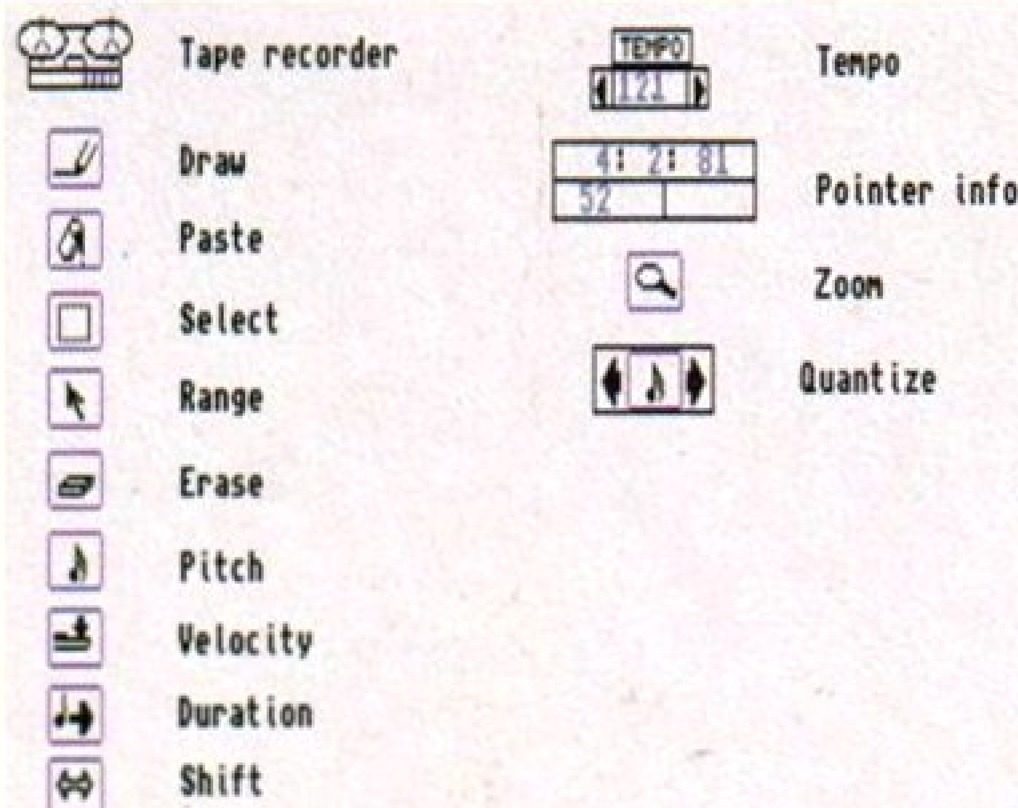
This is where most of the work in *Tiger Cub* is carried out. Clicking the right button in the main display starts and stops the track playing. To add a note with the mouse, just click on the grid and a note is drawn according to the Draw Attributes setting. You can then use the tools to alter notes or move them.

INFO STRIP – Here you control what is displayed on the main windows. Numbers with arrows next to them are altered by clicking on the arrows, while other options are toggled on or off. The functions are (from left to right) track number, mute, solo, selected channel, initial program and volume of a track and offset (delay in starting playback). The rest call up controller windows: PG – program change, VE – velocities, PB – pitch bend, AT – aftertouch, MW – modulation wheel, BC – breath controller, FT – foot pedal and VO – volume.



NOTE DISPLAY – This is where the notes in a track are shown on a grid separated into beats and bars. The horizontal bar shows the duration and the vertical line the velocity of a note. A keyboard on the left shows the pitch of the notes and a slider on the right enables you to view higher or lower ranges.

CONTROLLER WINDOW
This is where continuous controller information is displayed (according to the option selected in the info strip at the top). Here you use the right mouse button to draw information and the left to edit it. Click on the top right-hand corner close gadget to close the window.



CONTROL STRIP – This holds the main editing controls:
Tape Recorder – Returns to the main tape recorder screen.
Draw – For adding notes on the display.
Paste – Pastes the contents of the clipboard where you click the mouse.
Select – Enables you to draw a box around notes to select them (hold Shift for multiple selections).
Range – Marks a horizontal range.
Erase – Removes notes that you click on.
Pitch – Alters a note's pitch by dragging.
Velocity – Changes a note's velocity.
Duration – Drags out a note's duration.
Shift – Changes the note's timing.
Tempo – Alters the speed.
Pointer info – Shows the mouse's position in terms of time and pitch or value, depending on whether the mouse is positioned over the note window or a controller window.
Zoom – Click the left mouse button to zoom in or the right to zoom out.
Quantize – Shows the current quantize (auto-correct) value (click to toggle on and off and use the arrows to adjust).



Zeewolf

It's Zeeeewolf not Zaywolf, so write in and tell Sue Grant and Richard Jones to stop calling it Zaywolf and forcing the games people to twiddle their thumbs while they play the Coverdisk.



It's worth remembering that this is one of the most difficult intermediate levels you could ever hope to play.

CONTROLLING YOUR CHOPPER



Remember that not all hostages are as they seem. Beware of everyone and everything.

Joystick control is easier to use than to explain. Push the joystick in any direction. The nose of the chopper drops in that direction and the Zeewolf begins to move. Release the stick and the nose comes back to the original position, although the chopper continues to move.

Mouse control is more difficult, but it gives you the extra throttle power with the right mouse button. This lets pilots get out of tricky situations fast.

Only very small movements of the mouse are required. The nose of the chopper drops in whatever direction you move the mouse. Speed increases and height drops. If the drop of the nose is severe, move the mouse back in the opposite direction of the nose.

It's also worth remembering that the chopper won't return to level flight if you let go of the mouse. It's really tricky to get to grips with, but persevere. Best use of the Zeewolf is achieved using this method.

Don't forget to keep an eye on the shadow of the chopper. This is your best indication of whether or not you're about to hit the ground. Sometimes all that's needed is an extra burst of throttle, which is something you can't do with the joystick.

Not only have we reviewed *Zeewolf* for you this month (see page 72), but we've also helped Binary Asylum design a real bitch of a mission to put on our self-booting Coverdisk. It includes all of the vehicles, both enemy and friendly, that you'll discover in the full version of the game. The full game features many easier levels and a more gradual rise in the difficulty level.

As hinted at, we've really thrown you in at the deep end for this one. The first phase of the mission is to defend your friendly Kestrel craft from complete destruction by in-coming enemy vehicles. It's difficult, even for seasoned Zeewolf pilots who know what they're doing. So don't worry too much if you fail to save the Kestrel after 100 attempts or so.

Not content with that as a challenge, you also have to rescue five out of the seven airmen (who are trapped in various buildings) and shoot down all the enemy air units; an Osprey VTOLF



The overall mission sounds simple to complete when reading it here. Wait until you try it. Not so easy.

craft, Wasp Scout Helicopters and Albatross transport helicopters.

The first thing that should be on the mind of fledgling pilots is not how to save the Kestrel but how to fly the Zeewolf properly. You can control the chopper using either the joystick or mouse. For full combat manoeuvrability, we recommend the mouse – it gives you the flexibility of analogue



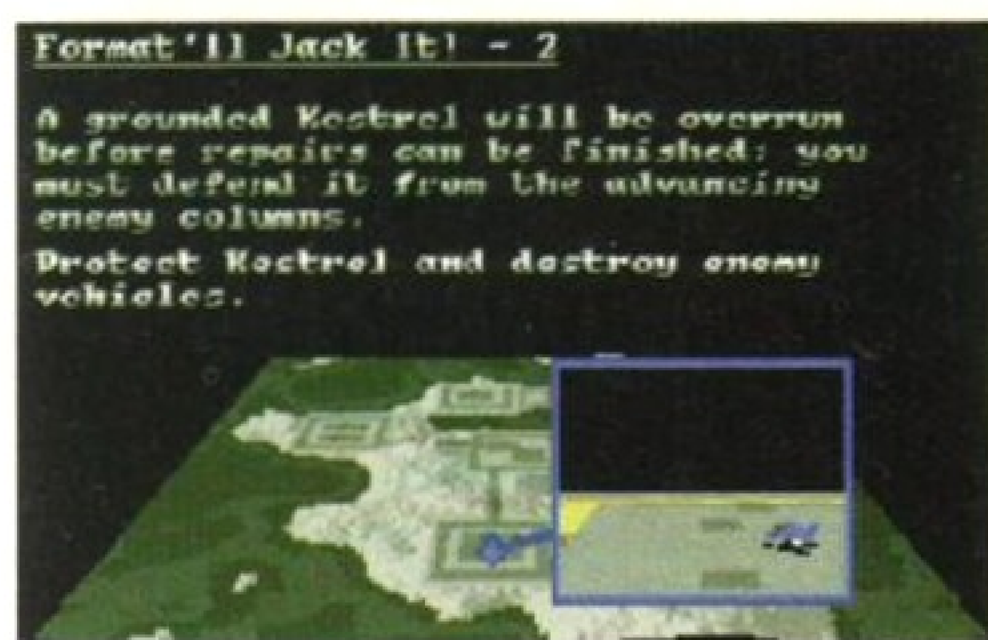
Don't worry if the plane's destroyed straight away. You can still fly around and shoot things. Loads of fun.



Thank Steve Bradley for this incredibly difficult bit. Just as well it isn't necessary to complete the mission.



A real test of your flying skills this one. Try destroying all three enemy aircraft without AAM's.



We're labouring the point now, but remember that you can play on if your aircraft is destroyed. Hurrah.

control. The joystick however is probably the best bet for absolute beginners.

Familiarise yourself with the flight characteristics of the Zeewolf – it basically flies itself. All the user has to do is point it in the right direction. If you have chosen joystick control, you can't use the throttle.

To rearm and refuel, land beside a Camel. The easiest one to use in this mission is found on the front of the Frigate. There is another one on the land mass to the top right of the map, but it's best avoided due to the batteries of Cobra and Watchdogs residing there.

The Camel automatically refuels the Zeewolf. To rearm, use the Up and Down cursor keys to step through the available arms. The left cursor key adds to the Zeewolf's arsenal, the right takes arms away from the Zeewolf.

OTHER THINGS TO LOOK AT

Aside from the main mission objectives, there are also a few extra goodies thrown in for your perusal and delectation. On an island by itself, there's a Buffalo. This is a friendly tank which can be airlifted by the Zeewolf. For some fun and games, take it over to the battery of Cobras and Watchdogs on the upper right land mass of the main map.

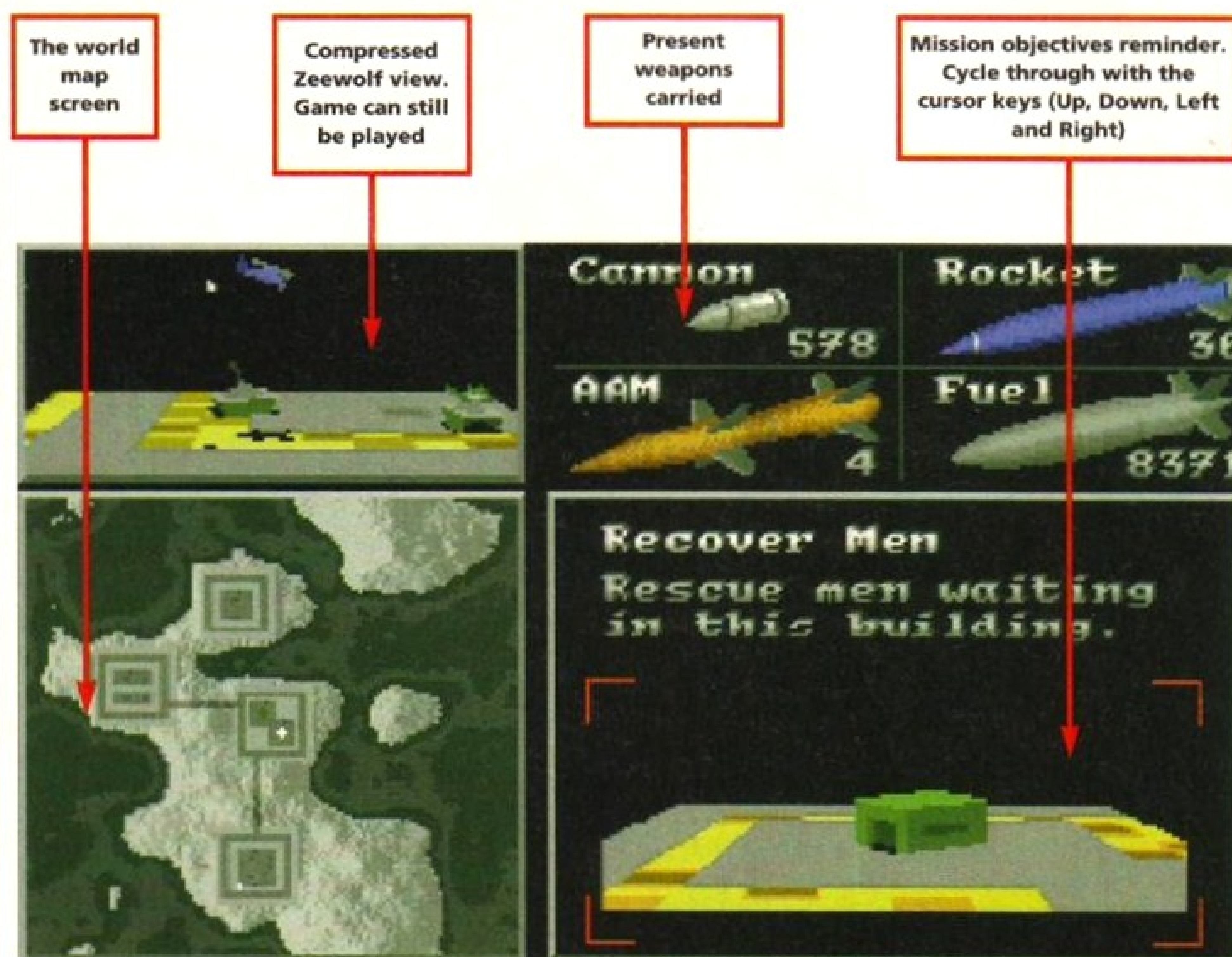
There are a few other things worth discovering such as the Shark patrol boats and the cooling tower, but part of the fun is in finding them for yourself.

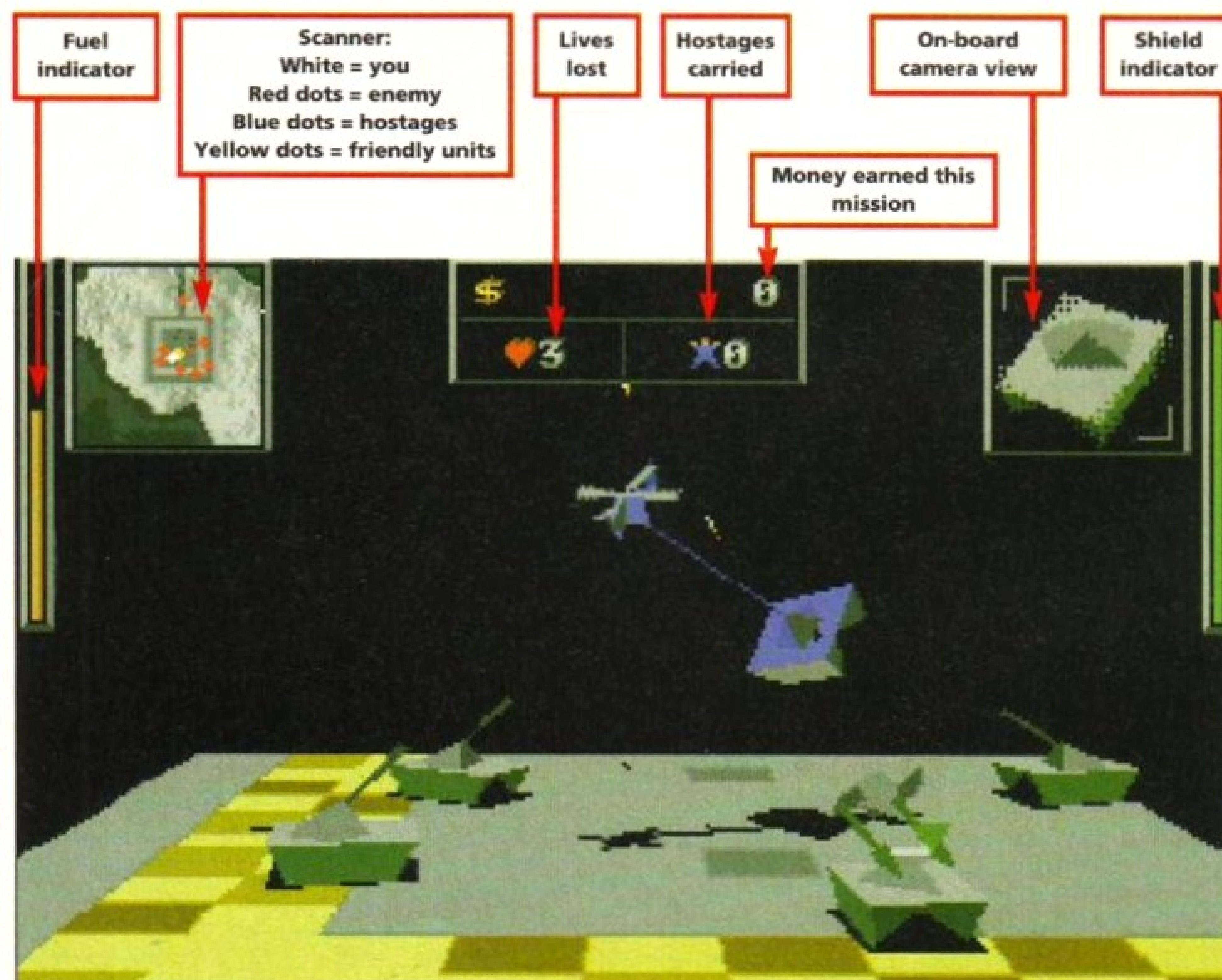
BEING IN CONTROL

KEYBOARD CONTROLS

The following keys are required throughout the game no matter whether you choose to control it with a joystick or a mouse.

RETURN: Toggles the tactical screen on and off.
SPACEBAR: Changes the selected weapon, displayed in top middle of screen.
X: Photo pause (press Return to restart). Pressing X again advances the game a frame at a time.
G: Lowers and raises the landing gear.
P: Standard pause. Any key again to restart.
H: Picks up payload when chopper is directly over it.
ESC: Aborts present mission.
F10: Aborts the game.
CURSOR KEYS: Cycles through mission directives on tactics screen. Right key increases, left key decreases the munitions carried on the Zeewolf when refuelling.





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Your Coverdisk should be working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

EXTRA!

PIXEL 3D PRO FIX



Last month we had a bit of an accident with the Coverdisk, as many of you have probably noticed. *Pixel 3D Pro* won't, under any circumstances, work with only 1Mb of memory. It needs at least 1.7Mb to run properly. It also needs some of this memory to be Fast RAM. This means that, without alteration, it won't work on an unexpanded A1200.

However, on this month's disk there's a script called *PixFix*, which will solve the latter problem. This runs a utility which deallocates 1Mb of Chip RAM and reallocates it as 1Mb of Public RAM, fooling any program into thinking that there is Fast RAM on the system, then it changes the Workbench screenmode to a two-colour lo-res screen to save memory, enabling you to run *Pixel 3D Pro* and load in the example objects. You have to boot from Workbench and run the script first (involving a few disk swaps) but you can then insert the *Pixel 3D Pro* disk and run it with no problems.

PROVECTOR AF58



There's nothing wrong with this one. It uses the ARP.library, as do many other Amiga programs, which has to be located in the LIBS drawer of the start-up disk. If you boot from Workbench, this is the LIBS drawer on that disk. The ARP.library is provided with the disk, in the LIBS drawer. You can copy it to your boot-up disk. Put *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library          Libs:
```

MUSIC-X AF58



A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples. Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there's no problem.

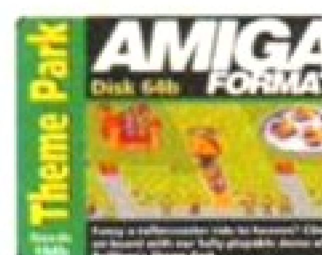
If you want to boot off any other disk, copy the fonts into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).

PAGESETTER 2 AF63



There don't seem to be any problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.

THEME PARK AF64



Not a problem, but a cheat. If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign  <device name>   <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

IN GENERAL

A few things to remember about Coverdisks:

- **Read the instructions fully.**
- **With most disks, it is usually easier to boot up from the actual decompressed Coverdisk. This disk has all the fonts, libraries and devices required by that program.**
- **If you boot from another disk, you may have to copy some libraries or fonts over. Use the copy command, or drag the files, having first switched on Show All Files mode.**
- **To install your software on a hard disk, you may have to make an assign or two. The assigns should be of the original disk name, and point to the new file path.**

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Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

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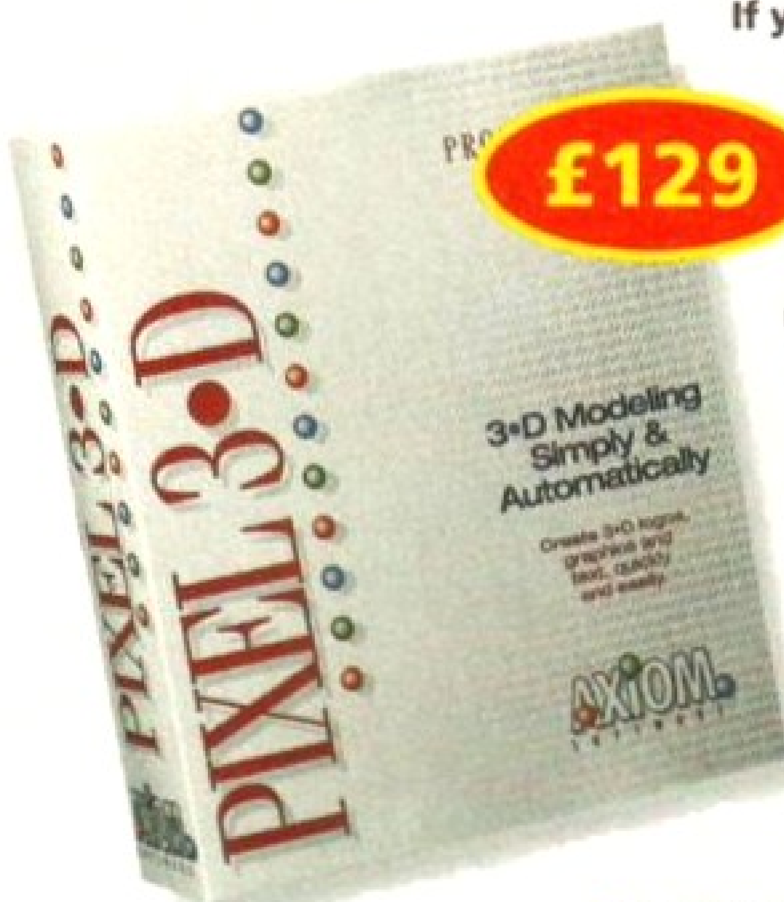
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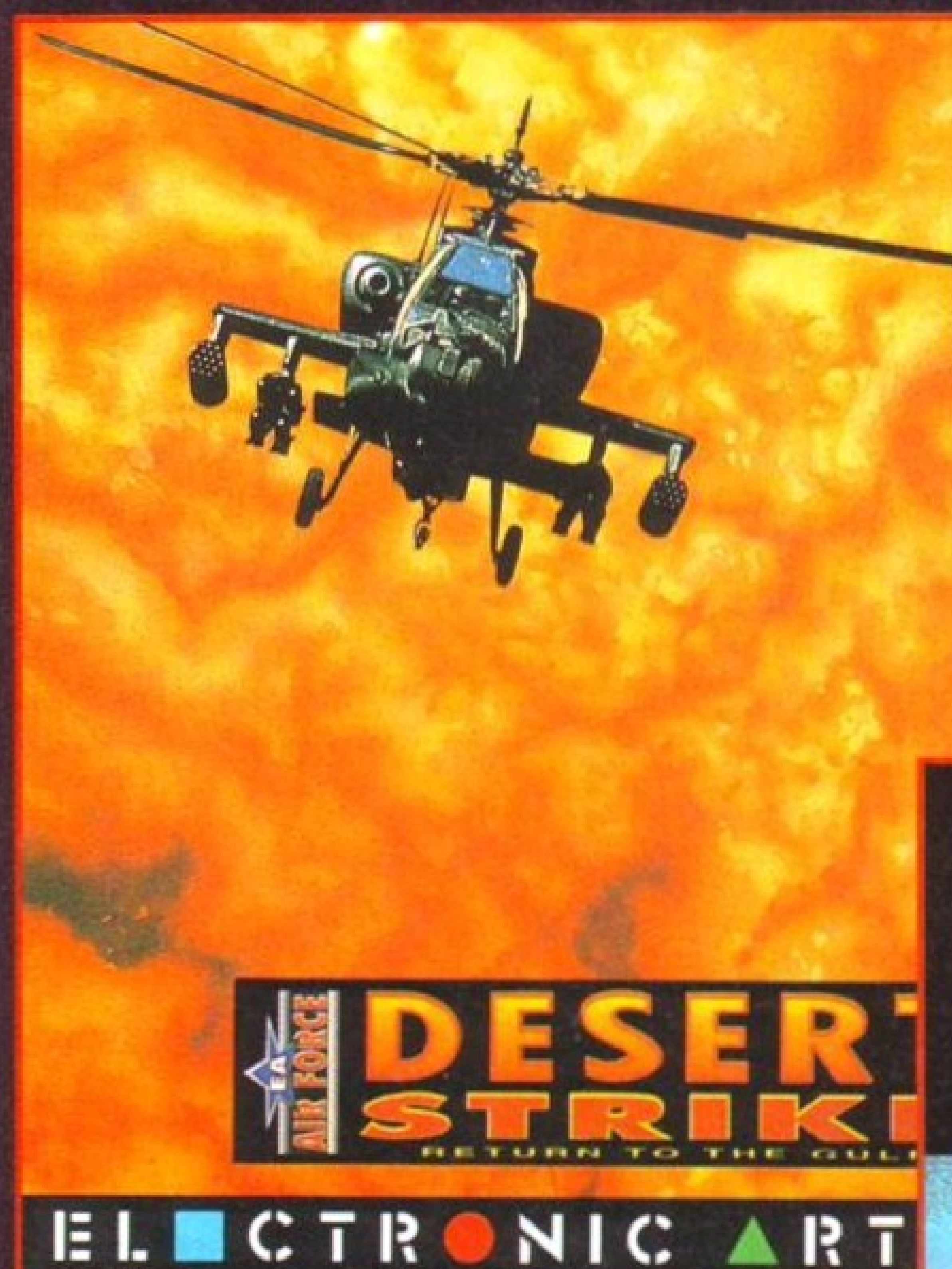
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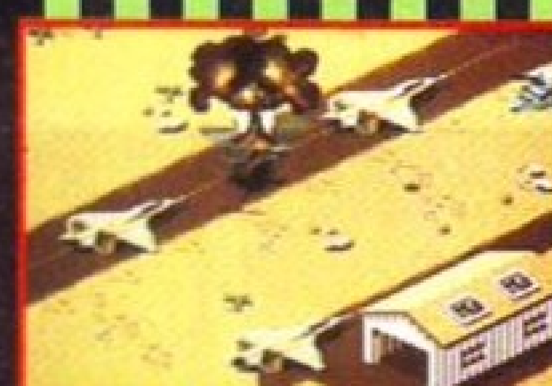
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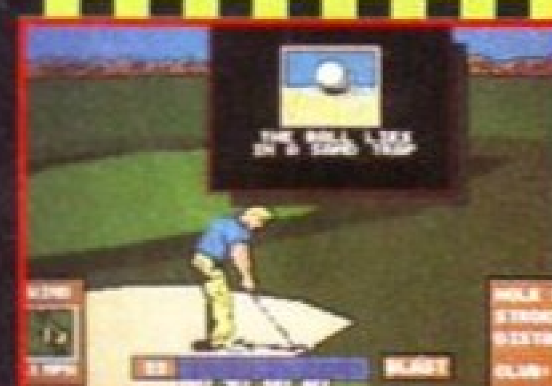
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DUNE II



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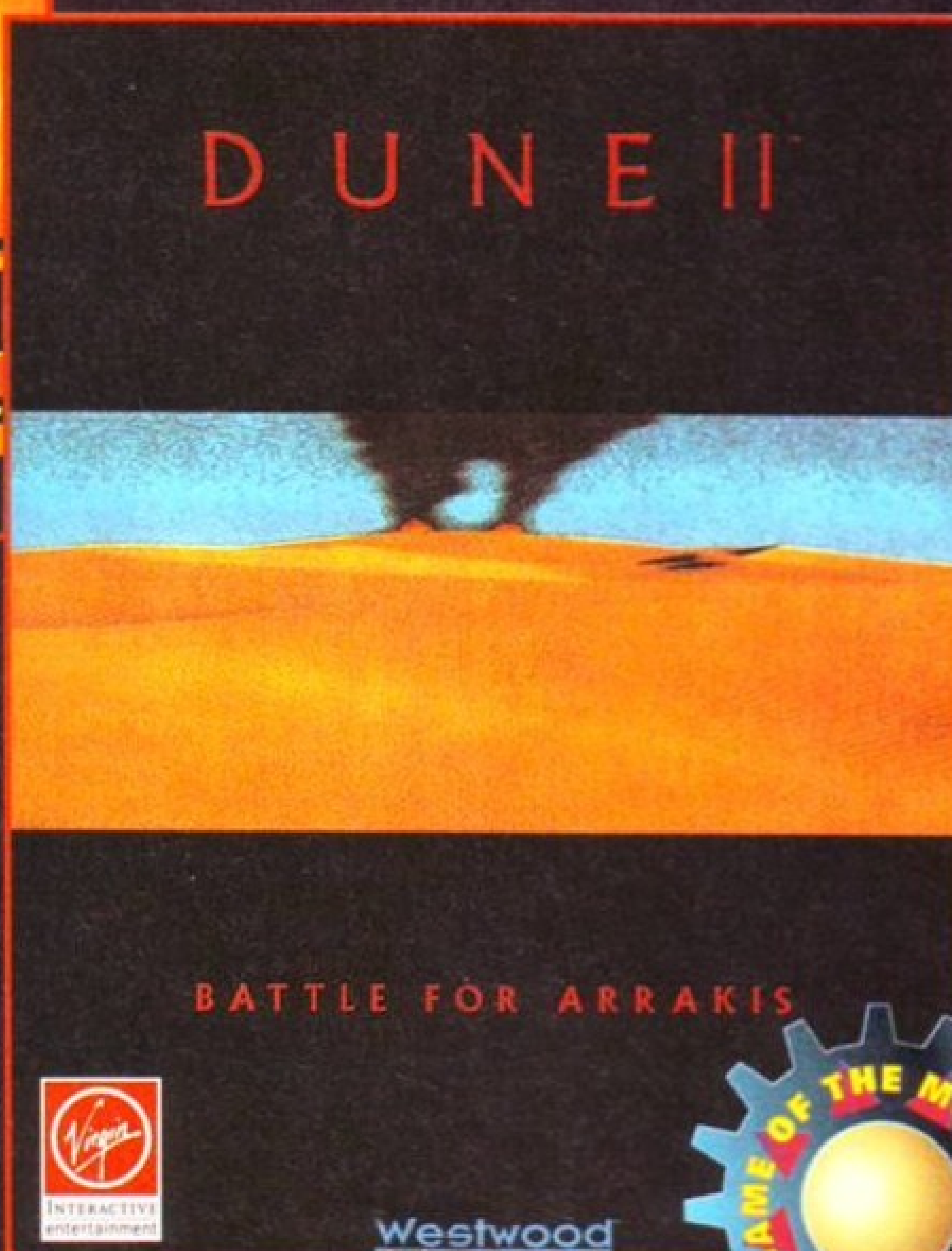
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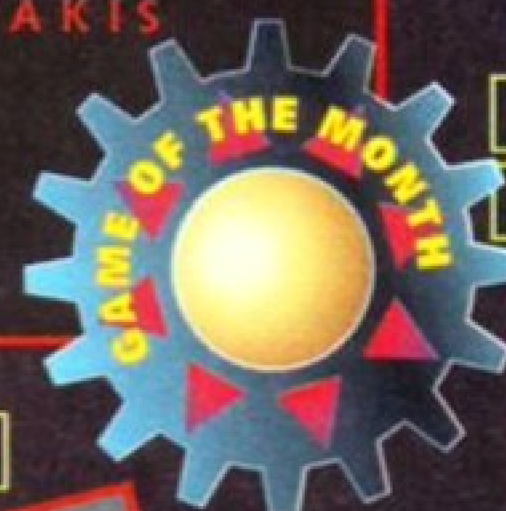


REACH FOR THE SKIES



SHUTTLE





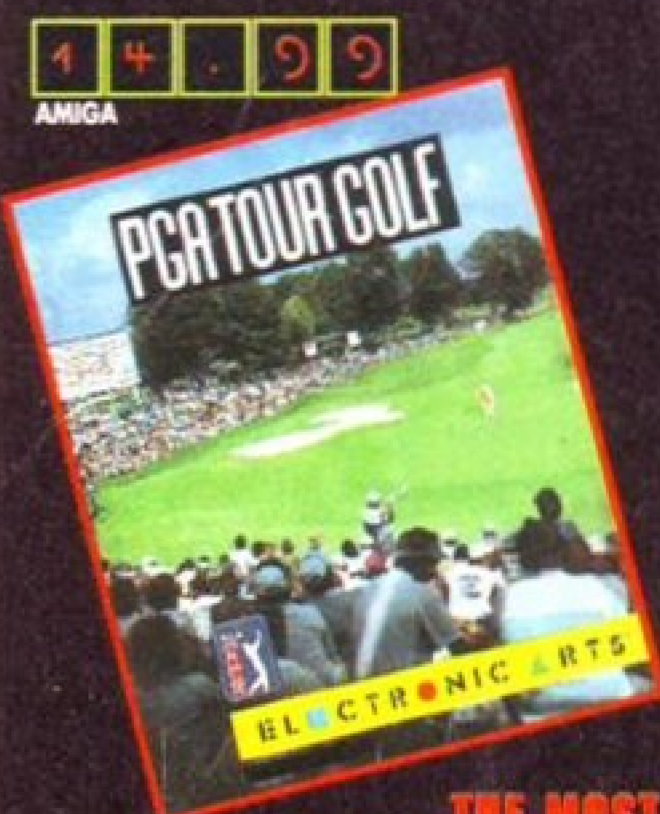
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AMIGA FORMAT news

- Amiga make surprise appearance at Future Entertainment Show
- Chelsea FC attack Amiga for cash bonus
- Silica's new CD32 bundle set to impress

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HONEY, I SHRUNK THE HARD DRIVE

Ambar Systems have launched a 1.8-inch hard drive designed for 5mm Type II PCMCIA slots. Made by Maxtor, the new Mobilemax drives are available in capacities of 85Mb and 120Mb. Also new from Ambar is a 2.5-inch hard drive that uses glass rather than aluminum for the hard drive platter. Ambar claim that data loss is virtually eliminated. Contact Ambar on 01296 394183.

EVERYTHING COUNTS

Are your finances in a turmoil? If so, then you need IDI's new *Pretium* accounting package. According to IDI, *Pretium* is like having a cheque book inside your Amiga which allows you to record your transactions so you can see at a glance where all your money is going. IDI are on 0110 407 849 1031.

GET INTO SHAPE

Blitz Basic programmers who feel held back by *Blitz*'s own *ShapesMaker* utility should rejoice at the release of Aspire 2's new *BobED*. Offering full support for up to 256 colours and high resolution, *BobED* provides loads of shape grabbing tools, a wide range of drawing functions, brush handles, anim brushes and more. *BobED* costs £11.95. Call Aspire 2 on 01352 761798.

Show and tell for the Amiga

A telling time for the Amiga, but it was business as usual at the Future Entertainment Show...

With a surprise attendance at the Future Entertainment Show, Commodore – under the guise of 'Amiga' – showed the first signs of its phoenix-like rise from the ashes of liquidation.

The Amiga stand was small but impressive. Boasting shiny new A1200s and A4000s running demos of new games and high-end software such as *Lightwave*, anyone unsure of the technical prowess of the Amiga line were left in no doubt.

Future's Amiga threesome of *Format*, *Shopper* and *Power* were busy hosting the Amiga Theatre and a big thank you to everyone who came and listened to us making a fool of ourselves on stage – and apologies for the last minute additions and changes to the agenda! Star attractions over the five days were world exclusive previews of *Aladdin*, *Zeewolf* and *Mortal Kombat II*, an excellent tutorial on *Lightwave* by Andy Bishop of Premier Vision and a gobsmacking preview of the intro to *Tower Assault: Alien Breed 2*.

Rendered in *Lightwave* by John Allardice on an A4000/Raptor set-up, this sci-fi tale of dropship assault on an alien complex wowed the masses and put shows like *Babylon 5* to shame.



Amiga users were slack-jawed when John Allardice previewed his rendered intro to *Tower Assault*. Even *AF*'s Ed was suitably impressed...

Anyone attending the 'Meet the teams' session on the first day were treated to a guest appearance by David Pleasance who addressed a 200-strong band of loyal Amiga users. Pleasance described the current state of the management buy-out, asserting that, as far as he was concerned, the MBO would be over by the end of November, with the UK operation taking over complete control of the Amiga line.

There will be very few new Amigas in circulation over Christmas, apart from a handful of CD32's.

The late involvement of Escom in Germany and CEI in the US has caused the legal wrangling to go on way past Pleasance's original estimation of late September. The liquidators also suggested that Commodore was the most complex company they'd seen since Robert Maxwell's Mirror Group, with different patents being owned by different sections of the company in different territories. Sorting out the whole puzzle has been a long and painstaking process.

But while things should all be settled before December, this has meant that there will be very few new Amigas in circulation over the Christmas period, apart from a handful of CD32s which have been bought in from other territories. The full implications of missing the Yuletide shopping season won't be felt until next year, but it's certainly not good news.



The Amiga took a central stand at FES, but of Commodore and the recognisable 'chickenhead' logo there was no sign.

As exclusively reported in *AF63*, Amiga production will restart in the now-defunct Timex plant in Dundee. As Pleasance stated, with manufacturing previously sited 8,000 miles away in the Philippines, it can take as long as 17 weeks to ship stock to Europe, which makes planning and reacting to the market especially difficult.

With regard to new machines, Pleasance said that it is their intention to continue with R&D – and even stated that one of the first items on the new company's agenda is to treble the size of the current research team in the States. No new technology will be available next year apart from the CD1200 CD-ROM drive which will be appearing in the Spring.

However, rumours of the death of AAA are premature: it's still seen as a viable graphics technology and could yet form the front end of a next generation Amiga. Pleasance also confirmed that their next big step is definitely into RISC (see page 32 for more details), and believes that the RISC Amiga will provide an awesome upgrade in performance.

To all intents and purposes, Commodore's 'chickenhead' logo has now



Wednesday's 'Meet the teams' session included an unscheduled talk by David Pleasance (left). Nick Veitch, Steve Jarratt and Richard Baguley from *Amiga Shopper* look on in awe.



The Future Entertainment Show sprawled lazily across most of Earls Court 2, with pride of place going to the custom-built theatres. The Amiga theatre (centre) was bustling for the whole show.

gone forever. The new company logo will be based on the name Amiga, and several designs are already being considered.

David Pleasance also used his stage appearance to plug the World Of Amiga Show, which is again being organised by the management of Commodore UK – obviously in an effort to display their continued support of the Amiga.

Running between December 9-11, anybody who's anybody in the Amiga industry will be making their way to Wembley Exhibition Centre for a spending spree that will take no prisoners.

Whether you're taking your credit card along for a good workout or simply there to soak up the atmosphere, the World Of Amiga show will have something to offer. For techies, there's the impressive ACE village which will spotlight the latest in Amiga animation, video and music from some of the front runners in Amiga development. Games players won't be disappointed either – the Show's Software City will feature some of the biggest and best games this Christmas, most of which you'll be able to try for yourself.

Amiga shoppers can spend (and save) their hard-earned readies by plotting a course directly to the Retail Park. All the best Amiga products will be available at special show prices; what's more, buy products from selected stands and you could even get a voucher entitling you to a refund on your entrance fee!

Following the FES, *Amiga Format* is now in the show spirit, so you can also expect to see members of the team at the World Of Amiga event, flouncing around, answering questions, signing autographs, etc. Book your tickets (£6 adults, £4 children under 14) by calling the World Of Amiga Hotline on 01369 7711. More info on page 40.

PIXEL 3D PRO-BLEM

No doubt you've discovered that *Pixel 3D Pro* (Coverdisk *AF66*) won't run on your Amiga. There is a reason for this: much as the version we received said it runs happily in 1Mb, it actually needs 1.7Mb and it requires Fast RAM too. So only people with memory expansions, A3000s or A4000s can run the damn thing.

Fear not. Nick Veitch has constructed a software patch which fools *Pixel 3D Pro* into thinking your machine has some Fast RAM on board. The patch is included with *Tiger Cub* on this month's Coverdisk b, and full instructions are included in Coverdisk Extra on page 16.

Many apologies for making you wait a whole month to use *Pixel 3D Pro*.



Jeff Walker Column



Are we alone? Are you sure there's no-one reading over your shoulder? Keep an eye out because we don't want anyone to overhear us.

So look, just between you and me, have you ever bought pirated software? No? Come on, I'm not going to grass. Still no? What, honestly?

You lot can get on with reading the rest of the mag with a clear conscience while I take a pop at that large group of smug bastards who reckon you are all daft.

You may consider me to be arrogant because I'm assuming that the majority of Amiga users buy pirated software. But the facts suggest this to be the case. Let me tell you, for example, about a market in Brick Lane, in the East End of London, where you'll find three software pirates set up next to each other every Sunday.

Well, actually they're on private ground because the market organisers wouldn't allow them into the market. Originally, they started by selling stuff out of a holdall, but business has been so good that they have invested in stalls. Two or three levels of people are always huddling around the stalls where catalogues can be perused – they tell punters that if they haven't got it in stock they can get it for them next week. Prices are about £1 a disk and new stuff commands a higher price. And all the popular titles are there – games and applications.

This pattern is **repeated all over the country in hundreds, perhaps thousands of car boot sales. Software theft has become a growth industry. And do you know what makes an industry become a growth industry? You, the consumer. If you didn't buy it, they wouldn't be able to sell it. And you know you are buying stolen goods.**

In fact, that's the root of the problem. It's not so much that we have some nasty people selling stolen goods, it's the fact that so many computer users don't see anything wrong with buying those stolen goods.

Oh, you use all kinds of excuses to rationalise your actions. Some of you say software is too expensive and this is your way of fighting back. Some of you say you wouldn't have bought the software anyway so you are not really harming real sales. Some of you just like the feeling of breaking the law and getting away with it.

Of course while **the law of the land continues to just slap piracy outfits on the wrist, the general public is bound to think the offence isn't such a big deal. The usual punishment for selling counterfeit software is the confiscation of all equipment and a fine of around £100. This may be about to change. The recently passed 1994 Registered Trademark Act will make it easier to prove that registered trademarks are being used fraudulently and that software has been counterfeited. The existing laws have been simplified, which means that more convictions should be possible, with heavier penalties.**

But like the worldwide drugs problem, where catching and punishing the pushers and the large organisations who supply them has had no great effect, catching and punishing the people who either counterfeit software or sell counterfeit software is just as difficult. Many governments have realised that to beat the drugs problem they have to change people's attitudes towards drugs. I believe that we have to take a similar approach to software piracy. We need to educate people that buying stolen goods is wrong.

The first steps towards changing attitudes have to be taken by the software publishers themselves. Of course they should try to develop better methods of preventing their software from being copied, but perhaps at the same time they should be investing some time and money in ways to make the consumer want to buy the real thing instead of a cheap imitation.

The opinions expressed in The Jeff Walker Column are not necessarily those of *Amiga Format*.

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CLOCKS AWAY!

If your Amiga doesn't have its own battery backed clock, try Siren Software's new *Clock Cartridge*.



Designed to work on any Amiga, the *Clock Cartridge* connects to the Amiga disk drive port with a passthru provided should you wish to connect a disk drive too. The *Clock Cartridge* costs £19.95. Contact Siren on 0161 796 5279.

MIRROR, SIGNAL, MANOEUVRE

Amiga users wanting help with their driving test should try 10 Out Of 10's new *Driving Test* education title. Costing £25.95, the package aims to teach would-be motorists all



the theory necessary to get their licence. Call 10 Out Of 10 on 01742 780370.

HARD DISK FRENZY

Indi Direct Mail have reduced the price of their Smart Stor Plus hard drive for the A600 and A1200. They now do 214Mb Smart Stor Plus drives for £199.95 – a saving of £50. If you need a larger capacity drive, the 428Mb Smart Stor Plus has been replaced by a 528Mb drive. And the price is still only £314.99.

Give Indi a call on 01543 419999.

Chelsea Football Club versus Commodore. One-Nil?

Chelsea are about to issue a writ against Commodore over what they claim is a bonus owed to them for reaching the FA Cup final last season. Unless Commodore cough up a rumoured £114,000, Chelsea have stated that they will have the company wound up (as if Commodore aren't wound up enough at the moment) – effectively, shut down.

Commodore first began sponsoring Chelsea back in 1987, when they stumped up £1.2 million to have the Amiga logo splashed across the chest of Glenn Hoddle and his compatriots. The five-year deal was extended after three years, but was terminated at the end of last season following Commodore's continued cash flow problems.

However, Chelsea (against all odds) managed to reach the FA Cup final and are now due a bonus payment as part of the deal. "The debt is not in question," said club secretary Alan Shaw. "The money was due at the end of last season and we have not yet been paid. I believe the bonus was insured and that Commodore has been paid, but it has not been passed on to us."

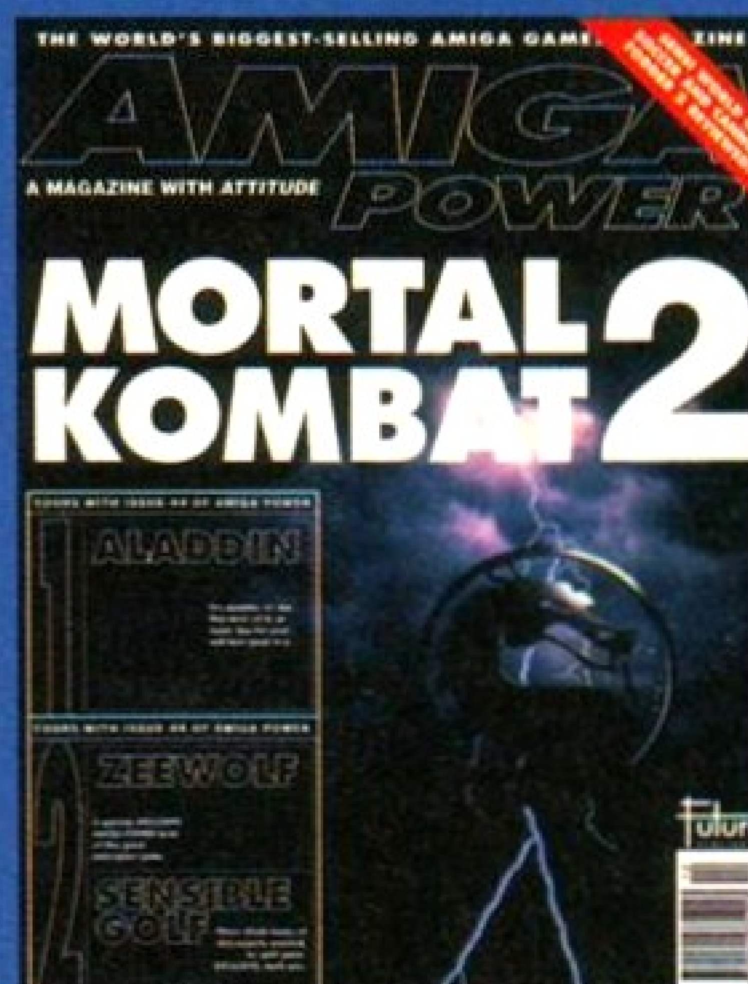
This latest bombshell is just what Commodore could do without given the current state of the management buy-out. Commodore don't believe Chelsea are in any position to have the company wound up but are currently taking legal advice.



Chelsea FC's player manager Glenn Hoddle with the Amiga logo emblazoned on his shirt, as seen on *AF61*. The sponsorship could have cost Commodore dearly.

Buy Power And Shopper – If You Must





The December issue of *Amiga Shopper* will no doubt be regarded as a landmark in Amiga history. Our comprehensive supertest of hard disk interfaces will be regarded as the standard, and our reviews of *Anim Workshop, Prograb 24RT, TurboCalc* and version 3 of the *Video Backup System* will be examined by scholars for years to come to figure out our secrets.

Future historians will stare in wonder at our tutorials, which cover subjects as diverse as *Assembly* language programming, Chess, Comms, *C* Programming and *AMOS*. And future generations of schoolchildren will marvel at what is without doubt the most stonking serious Amiga mag in the known universe.

Can you afford to miss it? *Amiga Shopper* is on sale at a purveyor of printed journals near you now!

RICHARD BAGULEY
Editor, *Amiga Shopper*.

Tch. *Amiga Format* reckon they know everything there is to know about *Mortal Kombat II*. But they know nothing. Lurking beneath the sleek, black cover of this month's *Amiga Power* is a six-page *MKII* special, featuring an interview with developers Probe Software, a Who's The Best Character? celebrity survey, a glossary of *MKII* terms, and the ins and outs of all the kombatants. You could almost call it overkill. Quite literally.

Plus! On our legendarily great Coverdisks are demos of *Aladdin, Zeewolf* (you've waltzed through *AF*'s mission – now try ours) and *Sensible Golf* (that works). And we've got an in-depth feature on helicopter games, as well as stacks of reviews, and news of an even-bigger-than-*MKII* beat-em-up that's headed Amiga-ward.

***Amiga Power*. It's out now. And, quite frankly, it's fantastic.**

JONATHAN DAVIES
Editor, *Amiga Power*.

Amiga Graphics Go 64-bit

If you thought that 32-bit was the ultimate in Amiga technology then think again. Blittersoft, the UK distributors of some of the leading edge hardware and software products for the Amiga, have announced the launch of their Piccolo SD64 graphics card, a Zorro II/III card for big box Amigas based around the new 64-bit Alpine graphics chip set.

Offering a choice of 256, 65,536 or 16.7 million colours in resolutions ranging from 640x480 to a massive 128x1,024, Blittersoft are claiming that the new card can shift graphics data 35 times faster than the old (and highly rated) Piccolo graphics card.

Based around a state-of-the-art VGA controller, the board comes complete with 2Mb of super-fast paged DRAM video memory (expandable to 4Mb) and a 64-bit blitter.

Backing this up is a suite of software programs including an EGS-True colour retargettable graphics driver (complete with full Workbench emulation), Picopainter (a powerful EGS paint program) and a range of loaders and savers for *ADPro, ImageMaster* etc.

How much for this miracle of 64-bit graphics technology? – £349.95 for the 2Mb card or £399 for the same card with 4Mb of Video RAM.

Blittersoft are taking your orders on 01908 220196.

Tim Smith Column



Rendering. Ray-tracing. Computer graphics. Amiga graphics.

Well, all your efforts are OK. They're quite pretty really. But they're not great art are they? (equally, they're not dead sheep in formaldehyde are they?). Why do I say this? Basically, because I've just emerged from a conversation in a trendy London bar with two artists regarding the nature of new technology versus art.

During our discussion, it emerged that there is a valid argument at the moment that a Mac or a Silicon Graphics Indi does not constitute technology. These are art machines. These machines are now palettes on which great art can be produced. However, the Amiga ("Yes, I had one of those once. Remember *Rainbow Islands*, that was a classic!") does not come up to the standard.

Frankly, I was annoyed. And once you get to know me, you'll realise that me being annoyed means me saying: "Pish and tosh. Let's agree to differ on that point". During our discussion I had mentioned that *Amiga Format* runs a Gallery every month and, as far as I was aware, this feature had forefronted some of the most interesting and well-crafted art in any magazine outside of the closeted, 5,000-selling, controlled circulation journals I had seen in years.

"Yes, but... it's probably all amateur stuff though," came the reply.

This sentence alone peeved me off. Firstly, the guy hadn't seen any of the work. Secondly the assumption was that the work was amateur(ish). Thirdly, that somehow being an amateur meant that you could have no insight into the great mystical world of 'Aaaaart'!

All of these assumptions derived from the fact that not only was the work not reproduced in a recognised arty magazine (for example *Creative Review*, *Modern Painters*, or *XYZ* or whatever it's called now... *Creative Technology* I think) but that it was produced on a computer without the caché of chic.

Ignorance pure and simple.

Now, to make my case clear, I'm not saying that much of what appears in the Gallery is great art. Over its long history I doubt that anything could be considered world shaking. But, the assumptions being made by the established set-up that it could never happen, that a reader of a mass circulation mag, using a reasonably-priced machine with some commercial software and his or her imagination couldn't possibly produce something stunning visually and artistically relevant, makes me sick.

So, once again it's time for the bulk of Amiga users and the mass of *AF* readers to poke the establishment in the face with their pixelated paintbrushes.

And this brings me to the specific technology. A program such as *DeluxePaint* was so far out of the reach of the majority of people 10 years ago that this call to arts would have been insane. A work produced with *OpalPaint* or *Imagine* still produces gasps of amazement from the poor dweebs such as me and the majority of the population. And what does this all take? It takes an Amiga, some time and a spark of imagination.

The Silicon Graphics and Macs will all be superseded in a year, the fashion will go out of them, the chic will fade like the band of the same name. What are left are the people who use the machines; and the more open-minded and prepared to use what you have (an A500 with 1Mb of RAM and copy of *DPaint 2* for example) the better it will be. And I tell you what... I'm not going back to that bar again.

Tim Smith is technology editor of *CTW*. Contact him at tsmithhb@cix.compulink.co.uk and timbo@gashead.demon.co.uk.

The opinions expressed in The Tim Smith Column are not necessarily those of *Amiga Format*.

New chip brings genlock prices down

Lola Marketing, the company behind the acclaimed budget genlock MiniGen, have developed a new custom genlock chip, the 1452-01 which could pave the way for a new generation of inexpensive genlocks with the kind of specifications usually only found in broadcast quality devices.

And, just to prove it, Lola have launched the first in what they promise to be a new range of genlocks – the L1500.

The new L1500 costs just £176.25 but it combines all the features of its predecessor, the L1000 (*AF64* 82%), but with the the addition of a wide range of new functions only available thanks to the revolutionary 1452-01 custom chip.

New features include separate faders for graphics and pictures, full PAL bandwidth video encoding and – thanks to the 1452-01 – digital delay compensation, non-standard signal locking, vertical offset correction and a host of other equally impressive features.

Get in touch with Lola Marketing by calling 90858 433501.

Silica Unleash CD32 Bundle



Parents can now breath easy – stock of Commodore's CD32 console will be in the shops in time for Christmas, thanks to Silica's new *Critical Zone* bundle.

Silica have stepped in to offer console fans a brand new CD32 bundle, bailing out Commodore's Christmas hopes in the process.

Costing just £249, Silica's new AmiTek *Critical Zone* pack contains a CD32 console plus seven chart-topping CD32 titles – Sensible Software's *Amiga Format* Gold-rated *Cannon Fodder*, Team 17's *Project X* and the *Ultimate Body Blows* beat-em-up, Mindscape's *Liberation*, Psygnosis' state-of-the-art *Microcosm*, the platform romp *Oscar* and Millenium's *Diggers*.

"*Critical Zone* is excellent. AmiTek have produced just what many of our customers want for Christmas – a powerful games console with a bundle of top flight software. *Critical Zone* will be available in all of our stores and via mail order in plenty of time for the Christmas rush," commented Silica's Ken Browning.

Give Ken's sales people a call on 0181 309 1111.

Dead Mice Society

Has your mouse kicked the proverbial bucket? Is it an ex-mouse... a mouse that is no longer of this world?

If so, then get on the blower to Wizard Developments. They now offer two ultra-cheap replacement Amiga mouse controllers – a conventional 400dpi mouse for £9.99 and a high resolution 'clog free' optical mouse for £19.95.

You can squeak to Wizard by calling them on 01322 272908.



If your mouse has given up the ghost, Wizard can help you with a new one.

AMIGA FORMAT games news

No turkeys for Xmas?

Steve McGill looks at some of the great Amiga games heading your way.

If you thought that this month's *AF* games pages were packed with some of the finest games of the year, there's even more on the way before Christmas.

On the footie front *Sensible World Of Soccer* is nearing completion and promises to be the most comprehensive football game ever – on any format. Just about every team from every football-playing country is included and this, the fourth Sensi incarnation, even includes a management element with every player valued in a massive world-wide transfer system.

If *Sensible World Of Soccer* lives up to expectations, we'll have to keep it under lock and key and only let Steve Bradley near it for an hour a day. This game could take over your life. Watch out for the full review next month.

In a similar vein the final, absolutely finished, it's-all-in-there-honest, totally complete, *Football Glory* from Black Legend could be the only footie game to seriously challenge *Sensible*. We've held back on a review until we get a version of *Football Glory* with all of the many options in place, and that time has almost arrived. These should include back heels, overhead kicks, other special moves and animations. Look out for the definitive review of the finished game next month.

CORE BLIMEY

Following the excellent shoot-em-up *Banshee* and the not-quite-so-magnificent *Universe*, Core Design are set to release *Dragonstone*, a *Zelda*-esque RPG runaround and *Skeleton Krew*, a 3D isometric-view space blast-em-up.

In *Dragonstone*, you are a man with long blond hair, a flapping green cape and a bloody great sword, who has unfortunately been cast Earthward due to some unseemly nonsense. But you haven't always been blond, sported a cape and swished a sabre, for once you were a spirit. Anyway, as is the way with these things, there are seven sprawling lands to explore and characters aplenty to lacerate – or perhaps you may wish to communicate with them in a more conventional manner, like talking. Text plays its part in the game with Talk, Use (an inventory carries the bits and bobs) and Examine options to explore. *Dragonstone* looks pretty playable and we'll take an good look at it soon.

Down to the bare bones, the *Skeleton Krew* are out to blast through six levels of eight-way scrolling, 3D shooting action – their mission, to destroy everything in sight. Charmingly named Spine, Joint and Rib, the *Krew* face all manner of enemy including end-of-level bosses, Krewtraps (press release talk) and even nasty buildings.

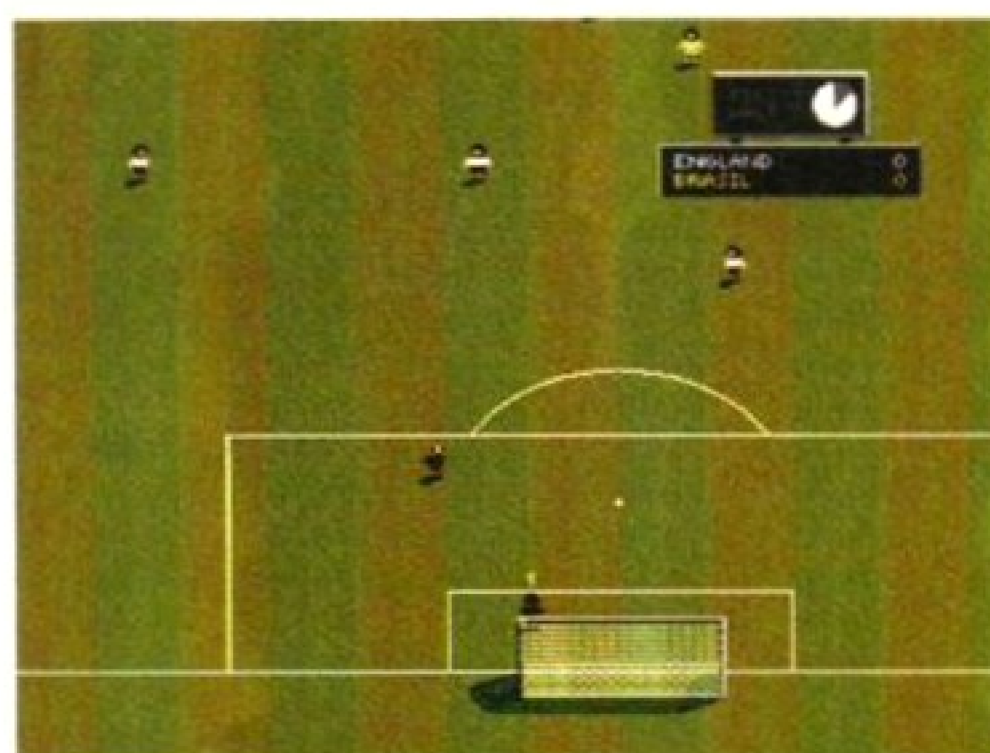
From what we've seen (which, admittedly isn't a lot), *Skeleton Krew* could be a classic shoot-em-up (think of the birth of a child – the parents being *Walker* and *Chaos Engine*). Visually it's sumptuous and even the music sounds good. And indeed, forward we look to the finished version. AF



Once you were a spirit, but now you're the hero of Core Design's new RPG extravaganza, *Drangonstone*. Look out for a full review soon.



The charmingly-named members of *Skeleton Krew* – Spine, Joint and Rib – form a meaningful relationship with a passing robot.



Football Glory is the title of Black Legend's new football game and the first thing you notice is its incredible visual resemblance to a certain _Sensible Soccer_.



Sensible World Of Soccer is the latest incarnation of the great footie game and the first thing you notice is its incredible resemblance to a certain _Football Glory_.

All New World Of Psygnosis





All New World Of Lemmings features several new options along with the familiar _Lemmings_ themes.

The ubiquitous Lemmings return for more suicidal high jinks. This time, their ark has drifted towards a group of islands and the little folk have colonised them. *All New World Of Lemmings* is based on three tribes – Egyptian, Classic and Shadow – all bedecked in traditional costume.

DMA's Dave Jones explains: "This time we've used a zoom lens to get in closer which allows us to see the *Lemmings* tribes in their full clothing and the animation is even better than the previous games. Also, the Lemmings are now more intelligent. You can turn them around and they have unlimited ability to block other lemmings. And a new replay mode allows you to fast-forward to the point where you screwed up without having to play the full level again. Hopefully this will reduce the player suicide rate caused by the previous Lemmings games".

The Lemmings even get to tackle baddies for the first time as well as contend with a siren Lemming who lures innocents to a horrible end.

Oh no! Even more Lemmings – *Christmas Lemmings '94* to be precise which includes the 32 levels from *Lemmings '93* and a further 32 new ones, all for £14.99 is also on the way. Both games should be available soon.

... 32-bit Acorn home computers ... Commodore Amiga ... Apple Macintosh ... IBM PC/compatibles ...



The *10 out of 10* Series

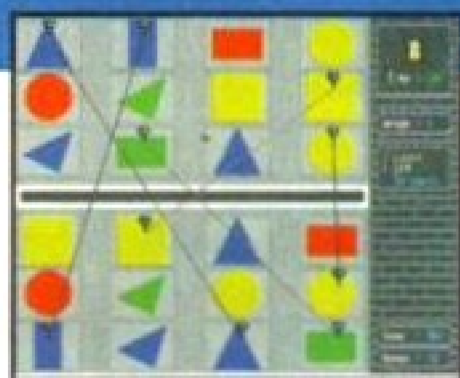


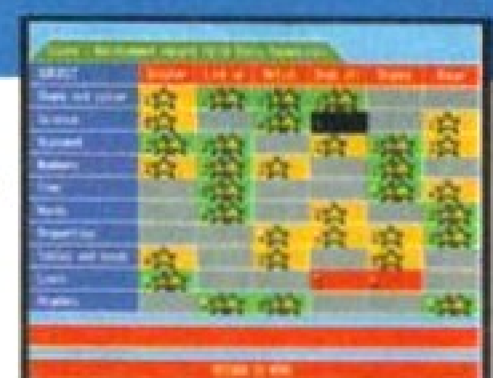
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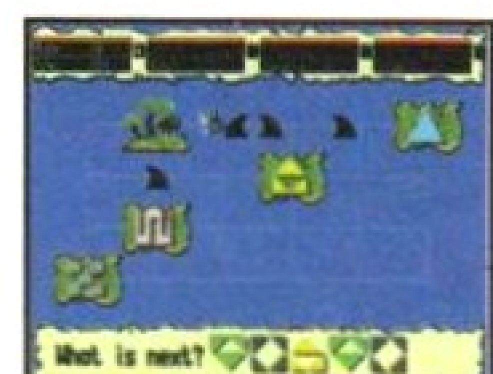
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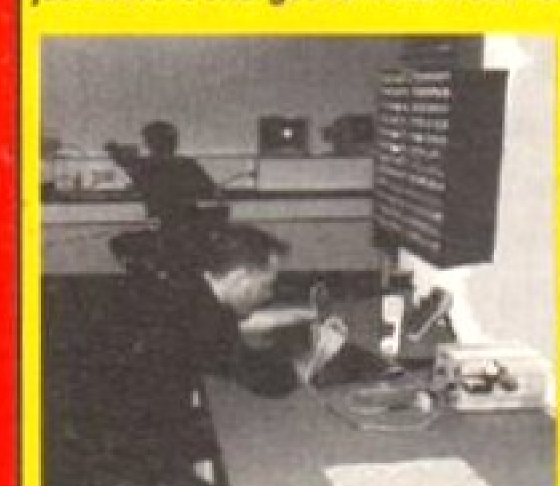
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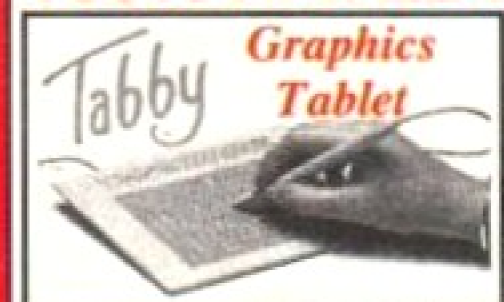
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Run the RISC

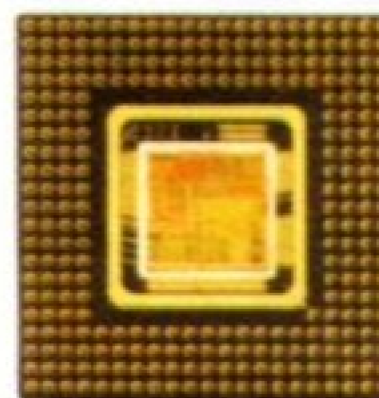
With the advent of the RISC chip the computer world has been revolutionised. Andy Stout and Jim Cadwallader take you through the history of RISC and tell you how it works.

A new generation of super fast, super sexy and super everything else Amigas are destined to rise from the ashes of Commodore's smouldering empire and put the Amiga back where it belongs as the leading contender in the home computer market. The technology that is set to revolutionise the Amiga and the computer world in general is RISC (Reduced Instruction Set Computing).

If you've been wondering why there has been so much hype about the PowerMac and PowerPC, the answer is RISC. Basically, the Central Processing Unit of a PowerPC machine is a complete break from the traditional offerings from Intel (the 80x86 range used in PCs), or the 680x0 range (as used in the Amiga) from Motorola. It is a revolutionary new design from Motorola with the collaboration of both IBM and Apple, and is destined to form a whole new family of chips based on the principle of RISC.

It's got the industry in a spin because it provides fantastic performance at an amazingly low price, and heralds the start of a new era in computing.

And, more importantly, the next generation of Amigas will also be based on the principles of RISC. It's a bit like suddenly being given a Ferrari by your bank manager – and could well mark the start of what may be the most prosperous time the Amiga has yet seen.



The PC's 32-bit Pentium chip is the apex of CISC-based performance.

At first glance, the whole concept behind RISC seems alien. Technology usually progresses by becoming more complex, adding further layers on to existing theories or careering down some new and previously unforeseen path.

RISC though is totally different, the ultimate goal behind the concept being to blast machine level instructions (the sort you encounter when programming at Assembler level) through a CPU as fast as possible. To that extent, much of the dead wood in the more traditional CISC (Complex Instruction Set Computing) chips has been cut away.

The trend towards increasing complexity, as in Intel's progression from, say, 286 up to Pentium has been totally reversed, and what you're left with is a much more streamlined architecture capable of providing truç workstation

performance on the desktop. Hands up who'd like a Silicon Graphics Indigo-beater – that's what we're talking about.

It's an idea that has been embraced by the computer industry. Not only does RISC give superb performance and is excellent at emulating other chips (either to provide compatibility for older software or to emulate other platforms), but it's also cheap due to its simple hardware.

Commodore UK (or should that be Amiga International?) MD, David Pleasance has gone on record as saying that the RISC-Amiga in planning will run *Windows NT* (more of which later) five times faster than the top-of-the-range Intel Pentium chip but will be the same price.

With IBM, Apple and Motorola collaborating on the PowerPC project, aiming to provide an industry standard RISC-based architecture, Intel may well and truly be up against it. For all that though, RISC has been an age coming.

The roots of the research can be traced back to 1975, and experiments conducted by IBM which eventually culminated in a minicomputer which contained many RISC-type features and was called rather unsexily the 801.

The term RISC wasn't coined until 1985 though by professor David Patterson of Berkeley UC where the first chips (RISC I and RISC II) were designed, soon to be followed by a group at Stanford University, lead by Professor John Hennessey, who produced the MIPS (Microprocessor without Interlocked Pipe Stages – that's as good as they get) chip.



The 601 is the first version of Motorola's PowerPC chip.

Patterson went on to develop the SPARC (Scalable Performance ARChitecture) with Sun Microsystems, whereas MIPS Computer Systems were established from the Stanford project (interestingly including Skip Stritter, chief architect of the MC68000, as used in the A500, A500+, A600, A1000, and A2000).

Both companies are still big names in the RISC field, and produce the CPUs for such things as the ridiculously powerful graphics workstations used by many software houses to render animated sequences such as those spread liberally throughout *Microcosm.*

Indeed the new and droolingly good Raptor accelerator for *Lightwave* is based upon two MIPS chips (R4600s at 133MHz – wowza). The speed king crown however, goes well and truly to Digital Equip Co Ltd, with their stonking Alpha AXP chip, delivering frightening performance (300+MHz – yes, three hundred, and 1200 MIPs – millions of instruction per second – an A4000/40 manages about 21). It has all gone so far, that it is hard to imagine how such monster machines came about...

One of RISC's attributes, and at the heart of its increased performance, is pipelining, which aims to increase the number of instructions being dealt with at any given moment. Before each instruction is executed it must be fetched from main memory, decoded, then any data pertaining to it must be fetched too

Continued overleaf ➡



The first next-generation console to use RISC technology is Panasonic's powerful but overpriced (£399) 3DO player.

3DO AND RISC

The first of the next-generation consoles to use RISC technology is the 3DO-standard Panasonic FZ-1 'Interactive Multiplayer'.

3DO has been designed as a universal technology in much the same way as VHS video: anyone can manufacture a 3DO player as long as they pay The 3DO Company's licence fee. Goldstar and Sanyo are to launch their own 3DO players this year.

All 3DO systems employ the 32-bit ARM60 RISC chip running at 12.5MHz as the main processor, but also use 3DO's proprietary twin custom graphics animation processors and a Direct Memory Access engine. After what can only be described as a bad start, Panasonic's 3DO machine is now selling reasonably well in the US, Japan and also in the UK, having been on official sale since September 4.

before the actual execution. Because different parts of the hardware perform each task in the scheme of things, the logical step is to design systems where the operations overlap.

In this way while one instruction is being decoded, the next can be fetched from memory, and clever design means that the fetch-execute cycle can be split into many parts which can be performed in parallel. This means that there is nearly always more than one instruction going through the CPU at once.

It's not without its problems (the pipeline can stall in certain cases when a wrong direction in code has been taken, and this necessitates flushing the pipeline and loading it again from a new place), which is why using additional space on the CPU for pipeline control hardware can be a good idea.

One particular problem plagues nearly all RISC designs. Because it is undesirable to stall the pipeline, utmost importance is given to keeping it full with instructions all the time for performance reasons. However, (and rinse your head with cold water before you think about this), consider what happens when an instruction is a conditional branch – code direction is dependant on the result of a sum, say, or some status flags (individual bits in the CPU that signal certain events being true or not such as the zero flag indicating that the result of the last operation was zero).



The 603 is Motorola's second generation RISC-based PowerPC processor.

Because the pipeline loads more than one instruction at a time, by the time the conditional instruction has been decoded and the condition result ascertained, another instruction will be going through. What if it was the wrong instruction – the conditional instruction didn't turn out as planned? This necessitates flushing the pipeline – the RISC equivalent of putting your head in a deep-fat fryer.

Because of this, it is often the case that the instruction after a conditional jump will always be executed. This sounds odd but it can be worked around by clever compiler technology which can either put a NOP (no-operation, that is null) instruction after conditional ones or more efficiently shuffle a safe instruction into the branch delay slot – this is an instruction that causes no harmful effects to the functionality of the code whichever way the program flow goes. Got that?

This nicely illustrates the move from complexity of hardware to complexity of software in the transition from CISC to RISC, some of which has to be added to replace the missing hardware functions. In the conditional branch problem, the hardware is lacking in its ability to deal with the problem, so the software must tackle it by either guessing the branch direction, or doing something similar to that described above.

It's important to note that RISC is not without its disadvantages. Because instructions are simpler than on CISC chips, more instructions are needed to perform a given task, and more storage is needed due to the bigger resultant programs (therefore more RAM). At the moment the size of the RISC programs is a bone of much contention between the rival camps, each claiming different figures for the growth factor of programs on RISC systems compared to CISC.

Obviously, RISC vendors claim smaller figures than CISC vendors do, and figures

REVVIN' UP THE RAPTOR

Commodore's own RISC-based Amigas may still be a long way off, but RISC technology is making its mark in the Amiga graphics arena. If you have a spare £14,500 to spare, then Ramiga's Raptor Plus board will give your Amiga rendering sessions the sort of boost that only RISC technology makes possible.

Based around the MIPS R4600, the Raptor uses two of these number crunching beauties to eat through heavy calculations. Designed specifically for NewTek's *Lightwave 3D* rendering program, the Raptor has already found a home with a number of UK software houses. Team 17 are very fond of their Raptor system – they use it to render complex *Lightwave* sequences.

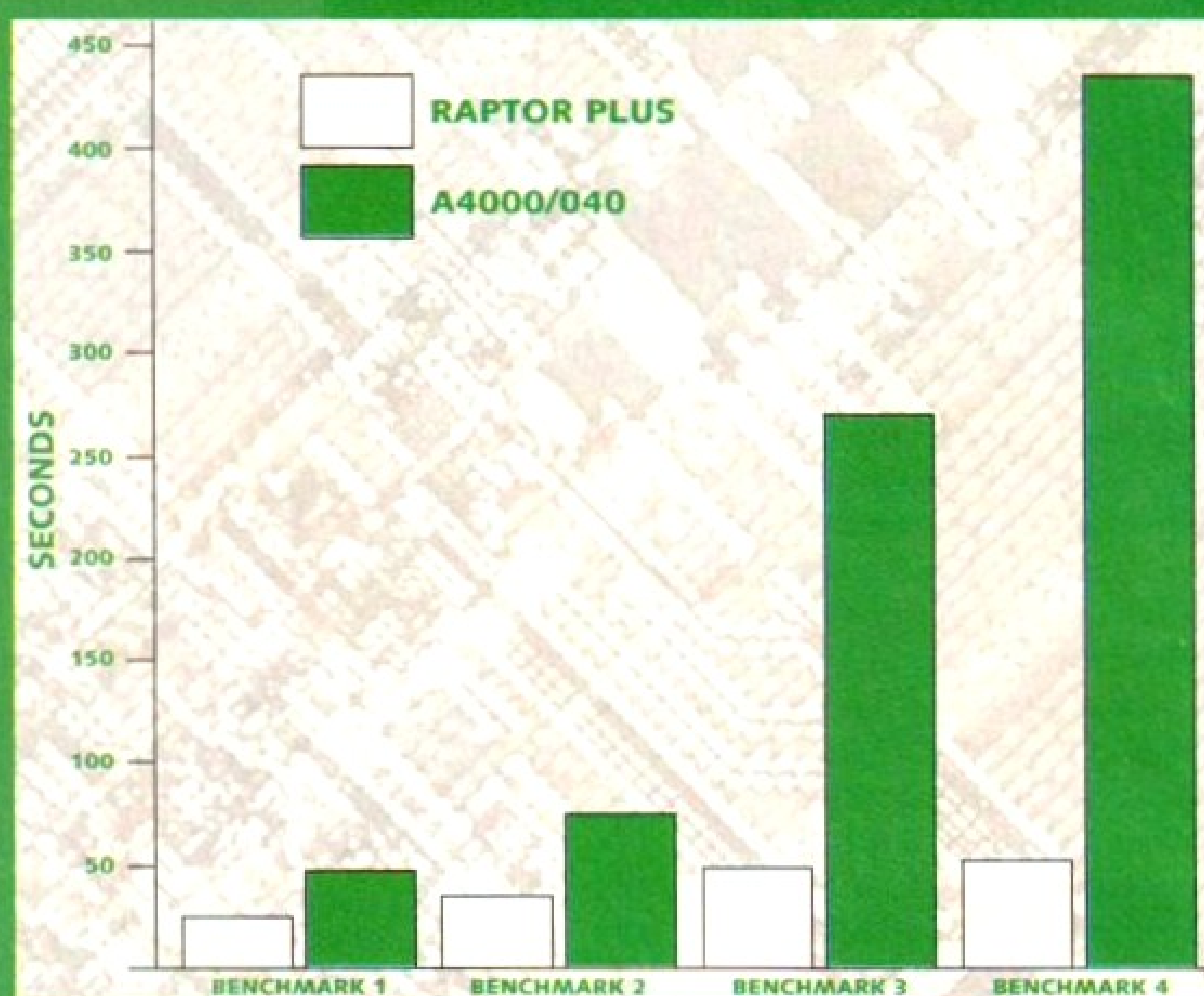
The graph shows four Benchmark tests carried out with the Raptor and an A4000. Benchmark 1 was a render of a male Humanoid object from Crestline. It was rendered at a low resolution (320x240 pixels) with no motion blur or anti-aliasing. The Raptor rendered the first frame in 24 seconds, while the A4000 took 48 seconds.

Benchmark 2 was performed at medium resolution, with no anti-aliasing or motion blur. While the A4000 took 73 secs, the Raptor only needed 33 secs.

Benchmark 3 was performed at medium resolution with motion blur and anti-aliasing turned on. The A4000 rendering time was 269 secs. The Raptor produced the same image in 49 secs.

Benchmark 4 was a medium resolution render of three trucks with anti-aliasing switched on. The A4000 took 435 secs and the Raptor only 52 secs.

Obviously, the Raptor's extra speed really starts to tell the more complicated a scene becomes.



HISTORY MAKERS

The history of RISC is as much to do with the development of CISC chips as anything else and ways of overcoming problems inherent in their architecture. Taking early, domestic market, 8-bit CPUs as a starting point (such as those that appeared in the venerable Spectrum, the C64 and the Amstrad CPC range), there was a technological limit to their speed and the amount and speed of the memory that could be provided due to low capacity, expensive RAM.

The idea of making programming as easy as possible was not a high priority in those days, and the limited hardware available necessitated frequent use of low-level Assembly language or machine code programming to achieve compact, efficient and quick results.

As chip technology advanced, the concern was to reduce the semantic gap between the functions required when writing an application and the basic machine level instructions available to encode those functions. To that end, the instruction set (the collection of all machine-level instructions in a CPU) steadily increased with each generation and greater functionality was added by embedding hardware like Floating Point Units on the actual CPU itself.

This is why later versions of CPUs in a family provide more functionality, they simply have more instructions, more complex instructions and more bits and bobs (both puns unintentional, honest) put on to the silicon. For example, the MC68040 (full version) has a Memory Management Unit and a Floating Point co-processor embedded in the chip, since present technology allows this number of components to be there.

There was an inherent problem in this trend, however. Not only did chips get larger and more complex, but they also got more expensive to design and therefore to buy. A gap also developed with the demands of the marketplace far outpacing the increased development time for each new generation. People were clamouring for more power, yet increasing complexity made designing newer and faster chips harder and more costly.

Apart from the cost and waiting time however, the increasingly complex CISC architecture had another serious drawback: as stated, the instructions each chip had to support grew in complexity. Controlling hardware became necessary to handle fetching each instruction from memory and decoding it to decide which parts of the physical hardware to activate for the task in hand.

This extra controlling hardware, called microcode, embedded in just about all CISC CPUs, added further to complexity and gave a performance penalty to the overall process of fetching, decoding and executing machine level instructions. Hence the fetch-execute cycle, as this process is known, of a CISC CPU is quite a tricky process. More storage space (control store as the nomenclature goes) was needed while those instructions were being decoded and often the instruction operands (source or destination data) had to be fetched from RAM which is much slower in terms of access time than fetching something from a register in the CPU itself.

of between 2.5 times larger to 1.5 times are not unusual. A faster memory is also required to keep the CPU fed with instructions fast enough. Consequently, this can prove expensive, but is not so much of a problem these days because of memory technology advancements.

Due to the super-efficient compilers employed by RISC though, these larger programs can be highly optimised, and thus more efficient than smaller, inefficient CISC programs. All computers have a system clock that ticks a timing signal for the system to follow, the signal rises and falls cyclicly in small clock cycles. The simpler hardware and faster decoding of instructions leads to a reduction in the size of the CPU's clock cycles and one of the main RISC aims is to achieve one instruction per clock cycle.

Compared to CISC, where on, say, the 68030 chip instructions can vary in length from three to dozens of clock cycles, this is a major improvement and one of the prime performance factors for RISC CPUs.

The method of pipelining explained earlier though means that seemingly odd figures are achievable, such as more than one instruction per clock cycle. The latest and greatest designs of RISC CPU use all kinds of jiggery pokery to enhance instruction throughput (time to get the bucket of cold water again). Two such enhancements over the basic principle of pipelining are superscalar and superpipelined architectures.

Superscalar architectures simply have more than one pipeline, and instructions are simultaneously issued into each one in parallel. Digital's aforementioned Alpha AXP (the latest version) uses a superscalar design to issue four instructions at once, two integer instructions and two floating point instructions.

A superpipelined architecture, on the other hand, chops the underlying hardware elements of the CPU into smaller segments so that new instructions are issued more frequently into the pipeline because of the smaller pipeline stages. It is common to identify the slowest part of the CPU hardware and cut this into two or more pieces to enhance instruction throughput.

As before, the methods used in each flavour of RISC is up to the whims of the manufacturer in question, and of course there is much rivalry, some pushing and shoving, and harsh language as rivals do some horn-blowing for their kit and slag off their competitors' designs

With Commodore's plans for AAA ditched so that they can concentrate on building RISC into the next generation of machines though, what is that going to mean for Amiga users? One of the major stated developments will be compatibility with *Windows NT*. MicroSoft chief executive Bill Gates says *Windows NT* is good, and he's not exactly renowned for getting things wrong.

Windows NT is one of a new breed of operating systems emerging as a contender for an industry standard power-workstation operating system. It is a grown-ups' operating system, designed for large corporations and power systems. It needs a lot of raw power (about 16Mb RAM) to run and many resources but includes everything but the kitchen sink.

NT is designed to be easily portable across platforms, and is available on many CPUs/systems right now including i486/Pentium, Sun, DEC Alpha, MIPS and so on. Unlike, say, *Windows 3.1* which sits on top of the PC's dreadful DOS, NT doesn't and is therefore not handicapped by having to provide backwards compatibility to older PCs and can deliver full hooting and bellowing 32-bit power.

It offers true, honest-to-goodness multitasking (pre-emptive, just like the Amiga has for years... hello... anyone?) with multithreading and professional elements such as extensive networking support and security features. It's designed

Continued overleaf ➡

IT'S A RECORD-BREAKER

Present RISC performance may be impressive, but if the Digital Alpha AXP 21164 microprocessor is anything to go by, speed is going to shoot through the ceiling.

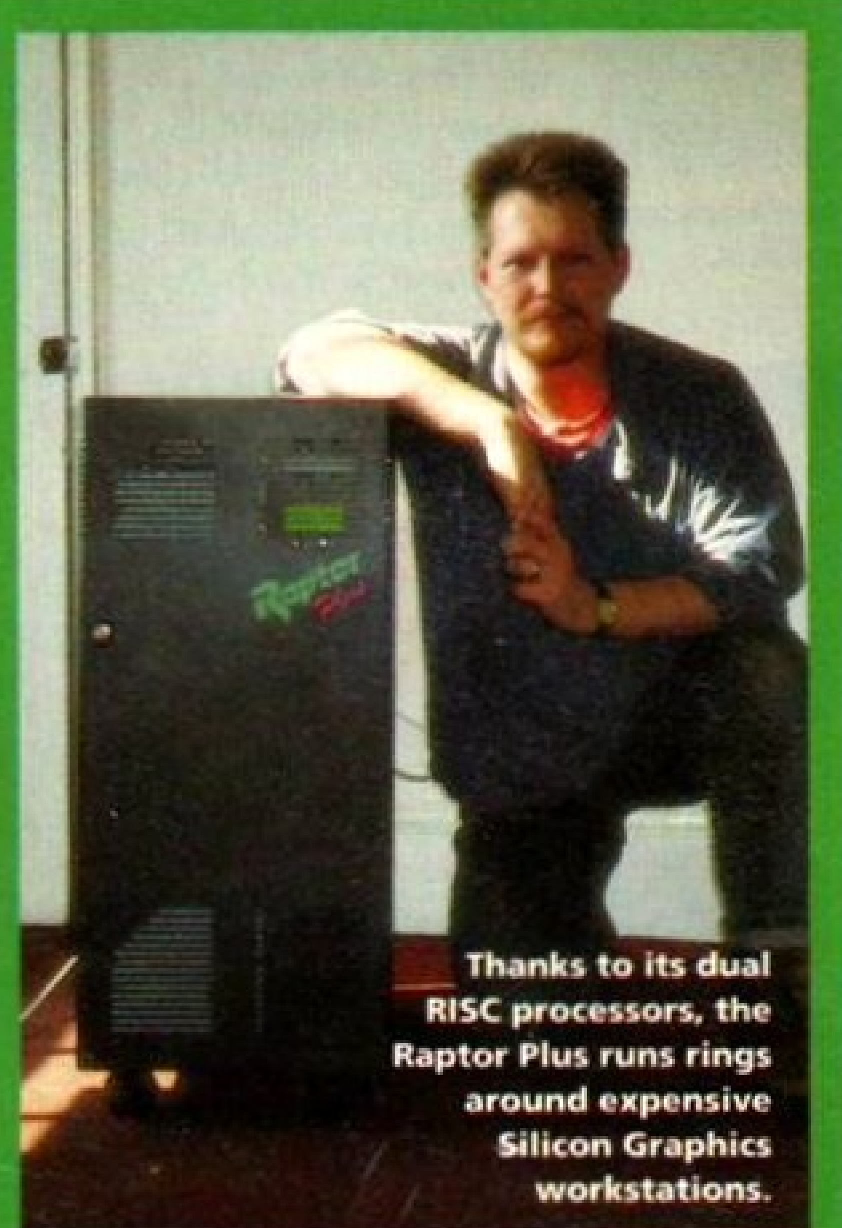
The next generation Alpha AXP chip is already in the *Guinness Book Of Records* as the world's fastest microprocessor. An incredible 9.3 million transistors have been crammed on to its 298mm sq area and its clock cycle is set at an amazing 300MHz at top operating frequency.

The AXP features true 64-bit architecture with 64-bit data and address as opposed to the more conventional RISC 32-bit architecture that is simply expanded to 64-bit. Compared to the leading CPUs on the market today, it's ludicrously fast. The AXP 21164 delivers three times the integer performance and six times the floating point performance of Intel's 100MHz Pentium chip and twice the integer performance and three times the floating point performance of the PowerPC 604 100MHz microprocessor. Instructions are no longer measured in MIPS, but in BIPS (Billions of Instructions Per Second).

It doesn't stop there either. The AXP 21164 relied on CMOS5 process technology and Digital are already building a new fabrication facility in Hudson, Massachusetts to manufacture three new generations of semi-conductors beginning with CMOS6-based microprocessors. Their speed can only be guessed at.



Digital Alpha's AXP chip is officially the world's fastest microprocessor!



Thanks to its dual RISC processors, the Raptor Plus runs rings around expensive Silicon Graphics workstations.

Instructions would be of varying lengths and formats depending on the simplicity of their function, would take differing lengths of time to be executed (both important characteristics), and often the compiler (a tool used to encode high-level language programs such as C, *Pascal* or *Ada* into basic machine level instructions) ended up producing very inefficient results.

In programming for CISC chips therefore you had two choices: either writing programs painstakingly in low-level machine code instructions and getting a compact and efficient result; or using a much friendlier higher level language and ending up with an inefficient one.

Studies found that compilers generally used a high percentage of simpler machine level instructions to produce executable programs and virtually none of the more powerful ones, due to the above problem. This thinking was expanded, and it became clear that there wasn't really much use in having highly complex instructions in a chip's instruction set, if high-level languages were being used along with compilers.

Thus, the notion of designing a radical new type of CPU that couples closely with compiler technology and produces amazing performance out of easy-to-use high-level languages was born – this was RISC. Simple, uniform machine level instructions make very easy work for compilers, and compilers can therefore be designed to be super-efficient.

The hardware has also been streamlined, removing the need for cumbersome microcode and reducing the time to fetch and decode instructions again. Some logic on the chip sets up physical links and activates parts of the CPU's internal hardware automatically and very fast.

Not only does this hardwired approach make the physical hardware smaller (thus gaining speed because the links on the CPU are closer), but that, and the elimination of all the features not deemed necessary for ultimate speed, means that there's space for features that are considered valuable. Thus, the RISC model is similar to a racing car – light, compact, efficient and damn speedy. CISCs as you can see, start to look like the Volvos of the computing world, rugged, packed with features, but not exactly nippy.

Now, as mentioned earlier, with streamlined hardware and current chip technology, fewer hardware features means that more space is left on the silicon for other things which further enhance speed. Such features can be on-chip caches (small clumps of super fast memory that can store oft-executed instructions), memory management hardware (to speed up memory access), pipeline control hardware (to manage pipelines – explained later), or commonly a large bank of on-chip registers, but there are no set rules.

Hardware is only added if its addition outweighs the loss of space and doesn't incur too much speed penalty and it's up to the individual manufacturer to make those decisions. That's why there's no recipe that states 'a RISC chip = this hardware + this...' – RISC is the overall conceptual model of simplified hardware plus complexity in software (the new super-efficient compiler we were jabbering about earlier).

to provide a microkernel which can be used to deliver powerful applications across diverse platforms and is also designed to be easily portable across those platforms. It's already becoming prolific on high-end workstations, and is used extensively in powerful client-server systems (which distribute resources between many networked computers instead of utilising one big mainframe).

The implications for the Amiga are huge. *Windows NT* is a serious (and hence seriously regarded and respected) OS and although Amiga users have long known how powerful and efficient features like the EXEC multitasking ROM kernel and *Intuition* windowing system are, professional business markets have never taken the Amiga seriously.

The only areas where it's made inroads into this type of arena is where there is a killer application available only on the Amiga which markedly outperforms similar applications available for the Mac and PC (such as *Scala* for multimedia or Newtek's *Lightwave 3D* rendering package).

A RISC-based Amiga running *NT* would not only expand the software base immeasurably, but it would also open the floodgates to scores of powerful, professional and (more importantly) industry-standard applications such as *Photoshop* for image manipulation and *Quark XPress* for DTP. It will no longer be regarded as a quirky machine with second rate software, but will hopefully be seen as a powerful, serious contender.

The Amiga would effectively come of age in the serious computing market, and would offer stiff competition to the likes of Sun and Silicon Graphics – especially given its traditionally superb graphical capabilities, and the stated inclusion within the full 64-bit RISC CPU of fast graphics rendering hardware. The possible picture emerges of an Amiga model being able to compete with the high-end graphics workstation vendors and undoubtedly offering supreme performance for a very tempting price tag (when compared to, say, £100,000+ for a serious Silicon Graphics set-up).

The Amiga is gaining popularity in the US for its video and graphics capabilities, due, primarily to the Video Toaster. For the Amiga line to follow this path of progression is natural, positive and forward-thinking, and may give it the kind of recognition as niche-platform-of-choice in this field just as the Mac has done for DTP and the Atari ST/Falcon have done (oddly) in the recording studio.

On the one hand, RISC could lead to a supremely powerful next generation Amiga running way beyond the capabilities of the current top-of-the-range A4000/40. The kind of performance expected will be unthinkable in terms of comparison with today's Amiga range.

On the other hand, with *NT* support built in to it, you would have a seriously considered and regarded RISC box running industry standard software and sitting happily alongside (and if the rumours are to be believed – significantly outperforming for the same price tag) Pentium and PowerPC systems of the time.

The only question marks would be whether the Amiga name can finally lose the accursed games machine tag, how the company then handling the range would market it (historically an area of weakness), and (of course) if the cost can be held down.

Assuming that these few goals can be met, the Amiga may be on the verge of the brightest era in its long and turbulent history, the promise of such a powerful system has got to be the best news for the machine since the redesign of the A1000 into the best-selling A500 or the arrival of the AGA chip set.

Finally we might see, upon the arrival of this mythical beast, the most tangible evidence yet of the classic maxim Only The Amiga Makes It Possible. Start saving.

IT'S WORTH TAKING A RISC



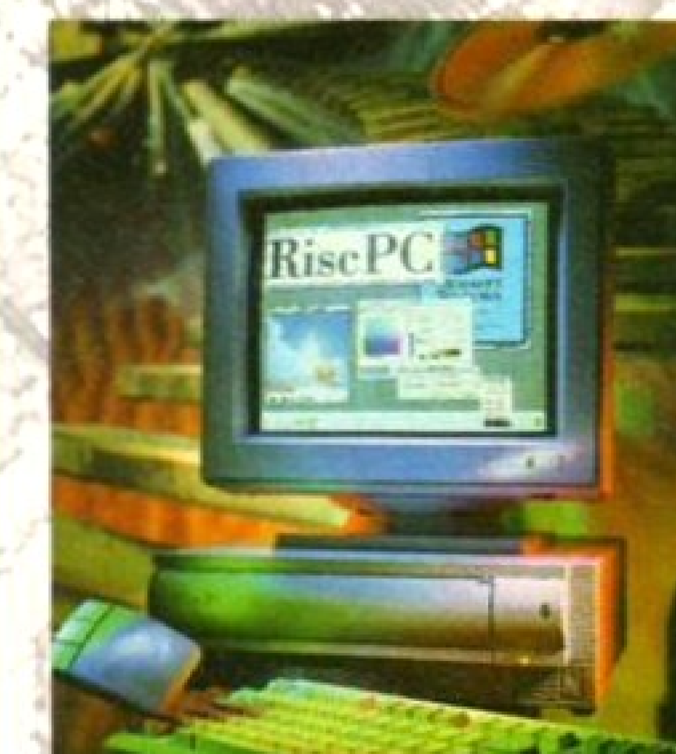
The next generation of RISC-based Amigas will offer awesome power.



Apple's PowerPC RISC-based Macs run rings around their predecessors.



The first true home RISC computer was Acorn's failed Archimedes. Despite its impressive power, it never caught on with home users.



Acorn is back with its impressive RISCPC machine.

RISC-based personal computers are already starting to make their mark as they offer previously unheard of performance without the high price tags usually associated with such power.

The first company to manufacture a readily available RISC-based computer was Acorn, the UK-based computer manufacturer that made its name in the early Eighties with the BBC Micro which found success in UK schools. The Archimedes uses a custom-developed ARM processor developed by Acorn's own technicians.

Only recently has the rest of the computer industry started to really take notice of the advantages of RISC technology. Apple's new range of PowerPC Macintosh machines are a joint development between it, chip manufacturers Motorola and the PC giants IBM who themselves intend to release RISC-based PCs.

What makes these PowerPC's so impressive (apart from their performance) is the high level of cross platform compatibility – the Apple PowerPC, for example, is designed to run both Apple's own proprietary Operating System and MSDOS under software emulation using the package *SoftPC*.

Even without the help of custom hardware, the PowerPC's PC emulation allows Apple users to run PC software (including MS *Windows 3.11*) at a speed roughly equivalent to a '486-based PC.

Acorn too have stepped back into the arena with their new RISCPC, a new generation Archimedes that can not only run software designed for the machine's custom operating system but also PC software using a software-based emulator similar to the system offered by Apple's PowerPC. Like the Amiga, the RISCPC offers true multitasking and can therefore run both Operating Systems concurrently in separate windows with little or no speed penalties. Impressive stuff!

JARGON BUSTERS

RISC: **(Reduced Instruction Set Computing.) A type of processor that sacrifices a complex instruction set for a smaller subset of instructions that it can perform quickly. Although RISC programs are usually larger, they perform much faster than similar programs running on a conventional processor.**

CISC: **(Complex Instruction Set Computing.) The opposite to RISC is CISC technology, a type of processor that provides a comprehensive instruction set that is very easy to program (all the work's done for you) but performance suffers as a result. All non-RISC based computers (such as the Amiga, PC and Mac) use CISC processors.**

PENTIUM: **Intel's latest CISC-based processor which is used exclusively in DOS-based computers. Available in a number of different speeds, the Pentium processor is one of the most complex CISC processors ever to be developed. Although very, very fast, even the performance of the mighty Pentium does not compare to RISC-based systems.**

WINDOWS NT: **Rather than rewrite the Amiga's own Operating System to run on the new generation of RISC-based Amigas, Commodore have opted to use Microsoft's newest Operating System, *Windows NT* which is a true 32-bit Operating System that has been designed to be portable. This means that future Amigas could be able to run *Windows NT* software designed for other platforms.**

MIPS: **(Microprocessor without Interlocked Pipe Stages.) The type of RISC processor used in high-end RISC workstations and rendering engines such as the Raptor engine from Ramiga.**

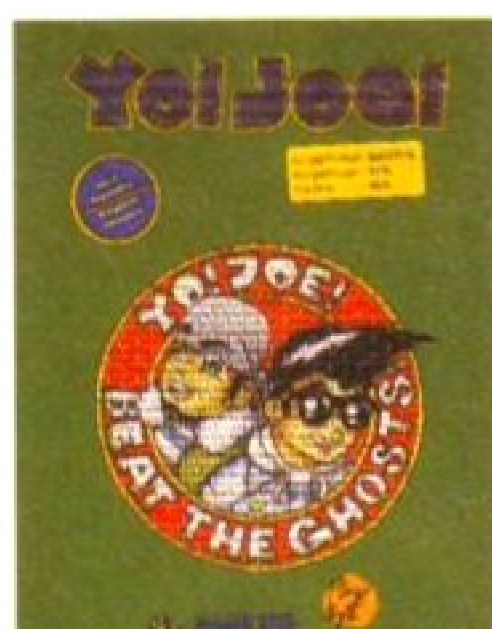
EXEC: **The Amiga's multitasking executive. This portion of the Amiga's Operating System is wholly responsible for ensuring that tasks are kept separate and that each task is allocated its own time slice. Exec and the rest of the Amiga's Operating System will become redundant when Commodore switches to RISC technology.**

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YO! JOE! (*AF50* FG91%): This game really captivated us. OK it's a platform game but how many of those do we describe as 'truly great', 'a perfect example of the genre' and 'a complete stunner'? The reviewer even offered to buy anyone who didn't like the game a pint, and he's never had to.





A special twin-pack comprising both **NORTH & SOUTH** (*AF37* 84%) and **F16 COMBAT PILOT** (*AF3* FG94%): *North & South* – a cartoon-like simulation of the American Civil War – is a classic one or two-player strategy/action game while *F16 Combat Pilot* is one of the most realistic flight and combat simulators ever.



TERMINATOR 2 – THE ARCADE GAME (*AF55* 73%): Playing a terminator, you're up against Skynet and Cyberdyne in shoot-em-up city. *Terminator 2* is based on the coin-op – don't ever show this game to anyone who claims there is too much violence in computer games. As we said when we reviewed it: 'A wholly satisfying shoot-em-up'.

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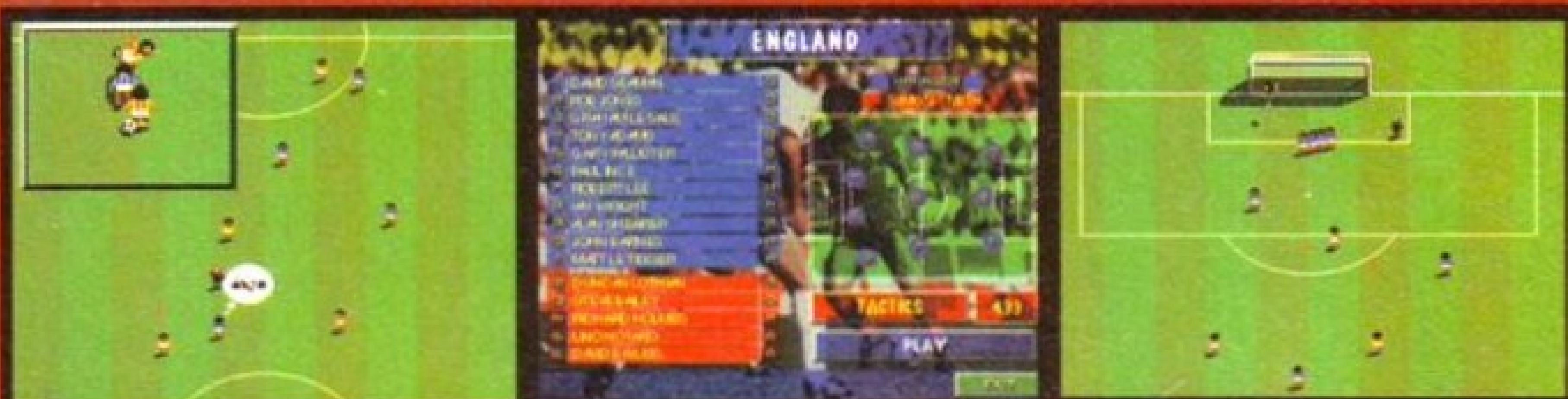


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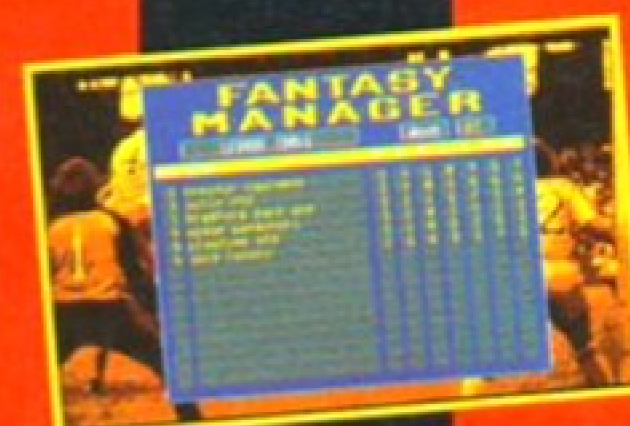
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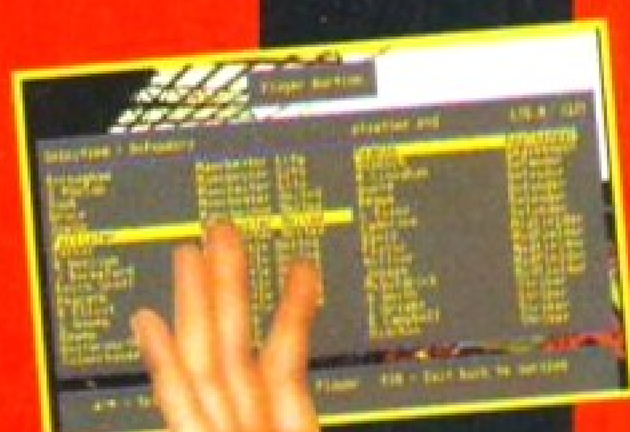
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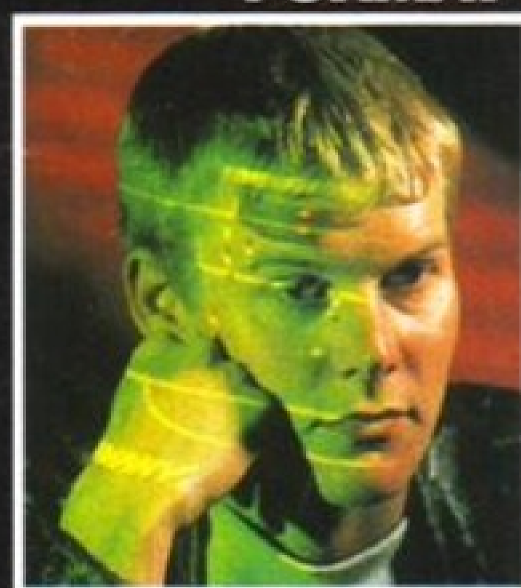
SCREEN PLAY

Mortal Kombat II hits the Amiga


CANNON FODDER 2: It's back but is it better than last year's blockbuster? We reveal all on page 52.

AMIGA FORMAT

MORTAL FEAR



Last month I made the point that many great games were Amiga-bound before the turn of the year. While some misguided pundits have been busy giving the machine a premature burial, out trundle the big guns. The quality games to which Amiga owners have grown accustomed are very much in evidence this month and if you flicked through any games magazine on any other format, you would be hard pushed to find the consistent calibre of games software that bellows loudly from these pages.

It's a long time since an *Amiga Format* cover featured a game. And of all things, a beat-em-up, but *Mortal Kombat II* is no ordinary beat-em-up; it's an experience. No-one in the office particularly likes the genre, so how come this gory example is played non-stop? Why does it turn corduroy-clad pacifists into bloodthirsty maniacs? Turn the page to find out.

Few sequels have been more eagerly awaited than Sensible Software's *Cannon Fodder 2*, although many of you will, no doubt, be just as eager to check out *Premier Manager 3*, the latest incarnation of *Alien Breed, Tower Assault* and the multiball spectacular that is *Pinball Illusions*. Fear not, you can. The quality of Amiga games has never been so strong. Cheers.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème of games. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly-prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a certain game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to have significant flaws.

50-59%
Below average games like this are unlikely to impress your mates or your wallet. Try to avoid if you can.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay. They're an embarrassment.

Less than 40%
The absolute pits, the lowest of the low. Don't even consider borrowing 'em.

SPECIAL FEATURE, REVIEW & COMPO...

Mortal Kombat II p46
Is it the best beat-em-up ever. Is it the best Amiga game ever? Or is *Mortal Kombat II* an over-rated and ill-conceived gore fest? Turn the page to find out.


ZEEWOLF: Can this chopper really cut it?


ALADDIN: Is it really a stroke of genie-us?

REVIEWS

Cannon Fodder 2 .... p52
Premier Manager 3 .... p56
Alien Breed 2: Tower Assault p58
Pinball Illusions p62
Lords Of The Realm p64
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Aladdin p78
Embryo p81
Starlord p81
Voyages Of Discovery p82

GameBusters p85

AMIGA FORMAT GOLD

Steve Bradley and Steve McGill fight to the death in the Games Reviewers' *MKII* Challenge. Which one will survive to review games in the next issue?



Mortal Kombat II



Oh dear. I mean, it's all right to kill people, but being hit in the queensburys is just not cricket.

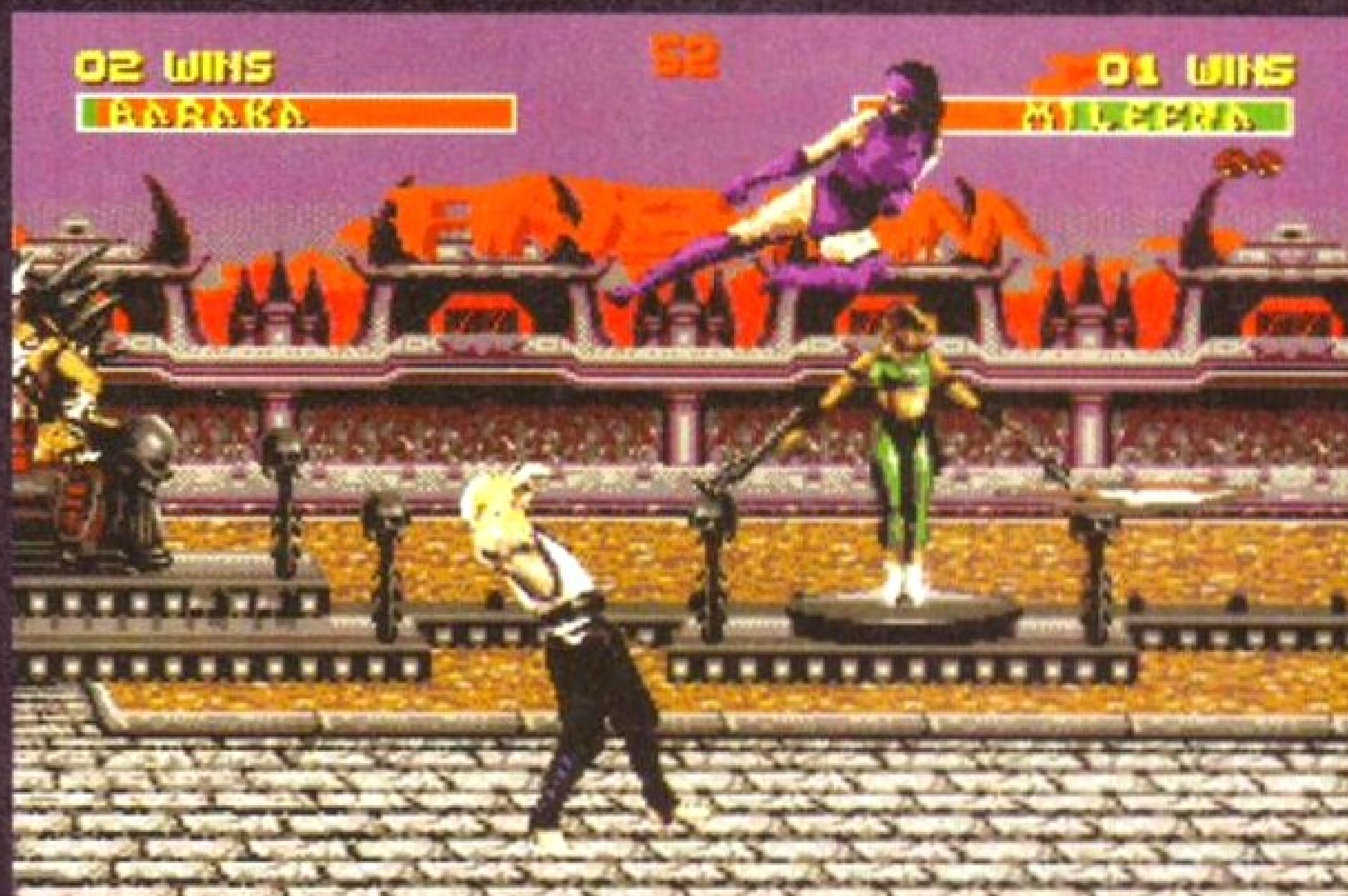


Liu Kang finds himself in a no-win situation. Scorpion's deadly kick has re-arranged his face.

Gruesome. Brutal. Bloodthirsty. Vicious. Murderous. Violent. Maniacal. Ferocious. Fisty. And FUN. *Mortal Kombat II* is here and *Amiga Format* are playing it to death. There are 12 characters, each with different moves and skills. Spikes, spears, ice, balls of fire (goodness grac...), energy bolts and snot. Electrocution, acid spit, flesh-slicing fans and decapitating hats.

A certain brouhaha surrounds *MKII* with its gratuitous violence and rivers of blood but really it's more the stuff of *Tom And Jerry* than *Rambo*. Sure, when you impale someone on the ceiling, only to watch him (or her) slowly sludge off the spike and crash to the ground, you might turn your face and shudder but you'll still be grinning like a Cheshire Cat.

Mortal Kombat II recognises both one and two-button joysticks/pads and to perform the many complex and varied moves, the two-button option is most favourable. It's certainly playable with a one-button contraption, only the moves are more difficult to pick up.



Baraka is taken aback at the sheer speed of Milleena's pizza delivery service. Her pizza's are delivered lightning fast. With a kick.

Steeeve Bradley says...

So what makes *Mortal Kombat II* better than every other Amiga beat-em-up? The sprites are huge and move with incredible fluidity, although the backgrounds could be neater. And there's a huge number of moves – no way can you survive by frantic waggling and button bashing, and as you develop skills and learn the moves, the better the game gets.

Blood. You want blood? *MKII* has more of the red stuff than Safeways have tomato ketchup. Add to this, a liberal dose of humour (note the expression on Jax's face when he gets caught middle stump) and you've got yourself the best Amiga beat-em-up yet.

Before we first loaded the *MKII* disks, the conversation with *AF* writer Steve McGill went something like this. Me – "Do you want to review this? I'll review it, I don't mind reviewing it. But you can, if you want". Him, somewhat sceptical, though polite – "Erm, I don't really mind reviewing it, but when's *Cannon Fodder 2* coming in?" Twenty minutes *Mortal Kombat* time later. Me – "Actually, I really don't mind reviewing this at all. Yes, I think I'll do it". Him – "Are you sure you want to do it. Otherwise, I'll do it. Honestly, I'll do it. I'd really like to do it". So, the democracy that is *AF* deems that we both get to put our oar in.

The *AF* office is hardly a hotbed of beat-em-up genre fans, but when *Mortal Kombat II* arrived a crowd gathered. Perhaps they wanted to see a funeral; see the mighty *Mortal Kombat II* die an Amiga death. Instead, they got a wonderfully playable, pugnacious romp, and a significant improvement on the original *Mortal Kombat* to boot.

Amazingly, these little piles of pixels that represent the characters actually begin to resemble real people after a while. And not only that, you start to empathise with them. The first few games in the *AF* office were good natured affairs – oh

Continued overleaf ➡

KLASSIC KOMBAT KARACTERS AND KICKS

There are 12 characters in *Mortal Kombat II*, all with their own special moves and characteristics. Here's an introduction to them all. With a mugshot of each – so you know who you're playing.



MILEENA

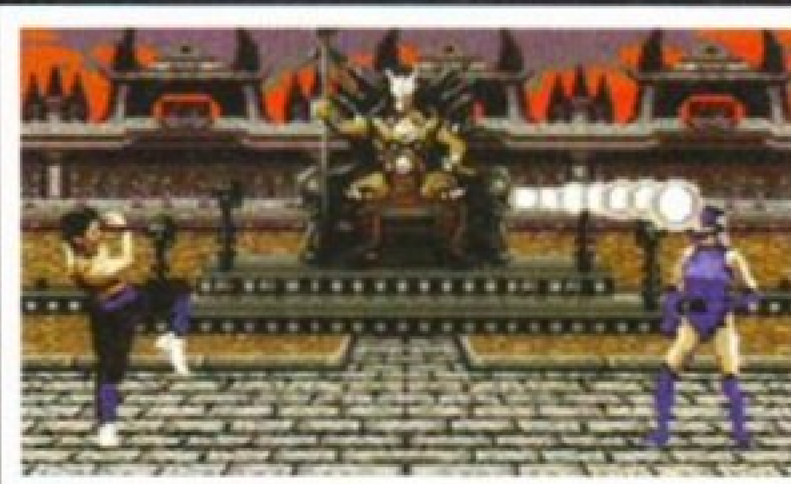
Nicknamed the Purple Avenger by the *AF* team. Just like Kitana, Mileena makes her presence known through sheer speed and her graceful deadly moves. Watch out for her Sai Toss, it really bites.





JOHNNY CAGE

A horrible car accident as a child left Johnny permanently brain damaged. Now he thinks he's Arnold Schwarzenegger, but that doesn't stop him from pummelling you with High Snots and Low Snots.





BARAKA

A bestial expert blade warrior. Get too close to his Blade Fury and before you can yell Black & Decker, he'll cut you to pieces and leave you looking like the hedgerow clippings from an English country garden.





RAYDEN

A mystic Zen master from Tunbridge Wells, Rayden can launch himself faster than a speeding bullet. Rayden believes in the Yin Yang harmony of max hurtage while keeping a clean sheet.

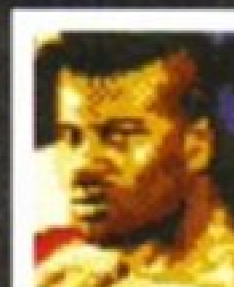




REPTILE

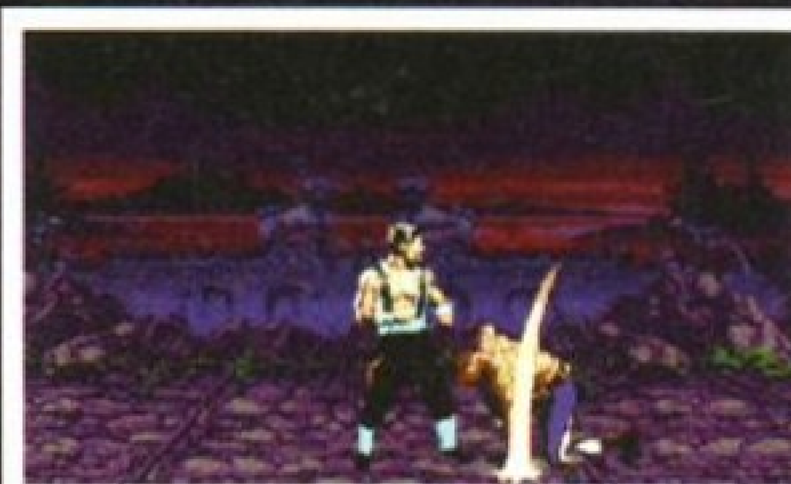
A leftover from the punk era of the late Seventies, Reptile has perfected the disgusting habit of spitting on people. This time, his salivary globules consist of pure acid. Horrible, but effective. Yeuch!





JAX

Rumoured to be the illegitimate child of Mr T from the A Team. Jax is using the platform of *MKII* to lobby film stars and the public alike into embarrassing his father to admit his parenthood.





KITANA

Despite the warnings that it's incredibly sad for adult males to fancy in-game female characters, prepare to fall in love with the swan-like grace of Kitana. Swoon as she kills you with her elegant Fan Toss.





SCORPION

A sinister dangerous bondage freak. Beware the Spear; a lightning quick rope which attaches to fighters' necks holds them and renders them prone. After that he does what he wants.

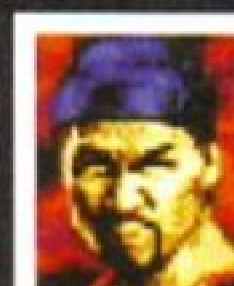




KUNG LAO

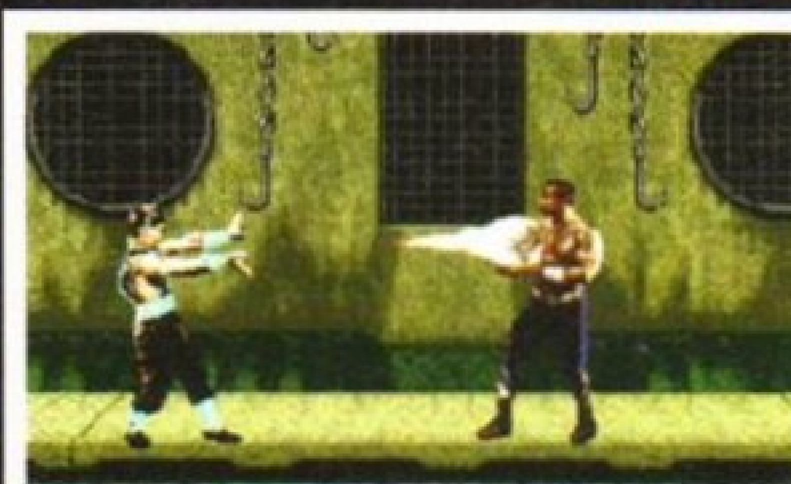
A lost renegade from the BBC's top ballroom dancing show, *Come Dancing*. Don't let his coquetry fool you for a minute. He's only after one thing. To get you into range to kill you with a Hat Toss.





SHANG TSUNG

A polymorphous follower of the mysterious Shanky Armitageo cult. Shang believes in the law of Shanky. "Peace through death". "Weakness is the cancer of the world" and "Love thy neighbour's wife."





LIU KANG

Related to Jackie Chan, Liu figures his appearance in *MKII* will give him enough exposure to break into film. Meanwhile, gasp in awe as he destroys opponents with his devastating Bicycle Kick.





SUB ZERO

Cold hands, cold heart, cold life. In fact, everything about Subby is cold. So cold that he can freeze opponents into prone status and then hit them with whatever move he chooses to execute.



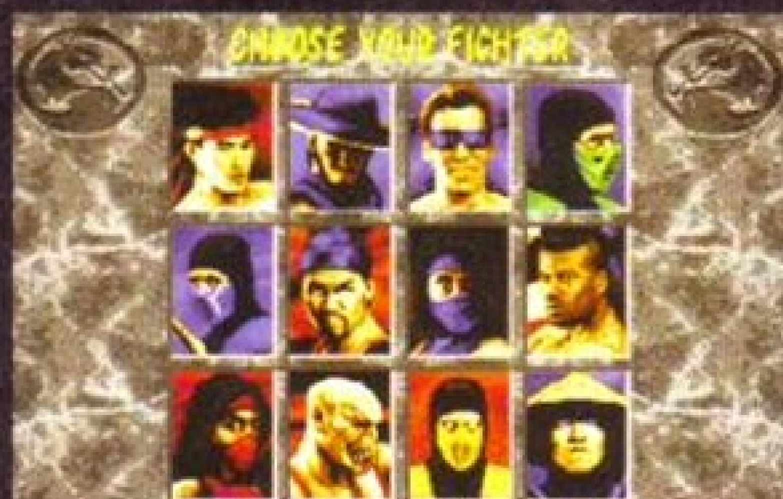
■ Quite simply the best Amiga beat-em-up to date, not only in looks, but in playability.



Liu Kang after 32 fights, won 30, drew one and lost one. So you could say that he was undefeated. Probably.



Jax settles the argument about who the best actor in the A-Team is. He reckons it's Mr T.



Close inspection of the characters reveals that several of them are in fact the same person dressed up in different coloured clothing.



Ladies and gentlemen, take your partners for the *Mortal Kombat II* dance of death.



"That's the last time you're going to make sexist remarks about my knee-length boots you swine," screamed Kitana.



Katalin Zamir is martial arts expert who provided all the frames for Mileena and Kitana. And very lovely they are too.

⬅ how we laughed when we were punched four feet in the air, blood flying everywhere, and then suddenly, once we'd learned a couple of simple moves, losing wasn't so humorous, the language not so polite. *Mortal Kombat II* is a fun game that you cannot help but take seriously.

All the characters have basic moves like punch and kick, but when you get to grips with the special manoeuvres, you can kill off an inexperienced human opponent with relative ease. Initially, the characters with easily accessible special moves are most favourable but with perseverance, most can be learnt in minutes. And forgotten minutes later.

Mortal Kombat II is a game with buckets of playability, and a depth of gameplay to match. Tactics play an integral part whether you're morphing into someone else (Shang Tsung) or anticipating a grappling hook on a rope (Scorpion). Canny players (not me, I hasten to add) know when to kick you in the teeth and when to produce a devastating special move.

So what we have is quite simply the best Amiga beat-em-up to date, not only in looks, but in playability terms too. Even if you hate beat-em-ups with a passion, put aside your prejudice and give it a go. You won't be disappointed.

Tall Scotsman speaks

It came as no surprise that in *AF*'s last survey, beat-em-ups were the second least popular game type with readers. *Mortal Kombat II* could change all that. It's a game that's got balls, guts, gore and violence in-extremis. And that's just the superficialities.


Surely pulling hair is against the rules? But the girls never let any opportunity for damage pass them by.


You put your left leg in, you put your left leg out, you grab your partner throw them over your shoulders and you shout. Out! Out!

Excluding the first *Mortal Kombat*, the control system is the best you'll find on any Amiga beat-em-up. With the exception of special moves, the characters' fighting actions are virtually identical to each other with similar ranges and damage.

This means that rather than form a special relationship with any particular character, you're more likely to use the one whose special moves you find easiest to perform. The special moves aren't so easy that they can be accessed every single time, but unlike *Street Fighter II*, it's not just a matter of wiggling the stick and praying that a move is executed.

To complement the control system, the graphics are even better than the original *Mortal Kombat*. The digitised frames that make up the fighters are so well animated and put together that the motion almost convinces you that the little people inside the computer are real.

The mass, inertia, momentum and reaction to the blows all add to the atmosphere. And if you want depth, consider the fact that each character, beside having their own unique special moves, can defend themselves against their adversaries' special moves. So that each bout against a different opponent requires a different style of fighting.

Back to school

So, after the initial, laughing-so-hard-your-sides-split learning curve is climbed, the serious business of learning the offensive, defensive and counter offensive strategies of your opponent and your player begins.

If that sounds like there's a lot of depth to the game, then you'd be right. If you were to play the game in one-player mode and choose one single character and have that character play against all the other characters plus themselves, you're talking about 144 different bouts.

Now, when you consider that it's going to take all sorts of different strategies, styles and special moves to win these bouts, the diversity of the gameplay is staggering.

And, although I am on the verge of repeating what's been said earlier, the digitised animation adds incalculable believability to the whole spectacle.

When punches connect, heads are thrown back in a whiplash snap. When a character is beaten senseless, but still on their feet, and the message flashes up, Finish Him, the senseless character looks completely punch-drunk. Basically, because they are.

Due to the way that we've written the review (there was almost a fight in the office over who was going to write it) I may have repeated some of what Steve has already said. But I have got to conclude that this is one of the most entertaining games I've played all year.

Every person you play against develops their own style. So, even if you're having a bout with the same two characters all of the time, it's never going to get boring.

Forget all the crap about violence and dissolution of society and morals and all the other nonsense that gets bandied about by the autocratic bureaucrats who want to control people's entertainment. *Mortal Kombat* is the computer equivalent of a Quentin Tarantino film – so violent in the extreme that it couldn't be anything other than funny.

Buy it tomorrow.

THE OFFICIAL *AMIGA FORMAT* MORTAL KOMBAT II COIN-OP ENTRY FORM



Acclaim, *Amiga Format* and *Amiga Power* have banded together to bring you the ultimate competition! We have a whole, working *Mortal Kombat II* coin-op to give away to one of our lucky readers. FOR FREE.

To enter, all you have to do is fill in the form below, answer the questions (correctly if at all possible), pop it in an envelope and send it to:

***Mortal Kombat II* Compo, *Amiga Format*,**
30 Monmouth Street, Bath, Avon BA1 2BW.

It's as simple as that. Sorry, but we can't accept photocopies or written entries – it's this form or nowt. But! If you want to double your chances of winning, why not pick up a copy of *Amiga Power* and fill in the compo entry form in there as well? Just an idea, of course.

Q1 Which *Mortal Kombat II* character uses a rope and spear to harpoon his opponents?

Q2 If you have just been hit by a flying fan in the mush, who would you be fighting?



Q3 Which company is responsible for making the legendary coin-op?

Q4 Simultaneous death by flying hat and freezing: which two characters were having it out?

Q5 Why the hell should we hand over £2,400 worth of *MKII* coin-op to you? And keep it short – 30 words or less.

Name ______________________

Address ______________________

____

____

____

____

Age ______________________

MORTAL KOMBAT II

Publisher:	Acclaim Entertainment 0171 344 5000
Price:	£TBA
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

↑ **DEATHLY: The fluidity of the animation. The ease of pulling off the special moves. And the max hurtage.**

↓ **DEATHLY DULL: The amount of disk swapping that's required when new characters are selected.**

Overall rating 92%

AMIGA FORMAT GOLD

Surrounded by blood and bodies, shot at and shellshocked, Steve Bradley is convinced that war is hell. However, he reckons *Cannon Fodder 2* is really rather good...

Cannon Fodder 2



Sneaking around a village on the outskirts of Beirut may not be everyone's idea of a great day but soldiers just love it. Don't they?



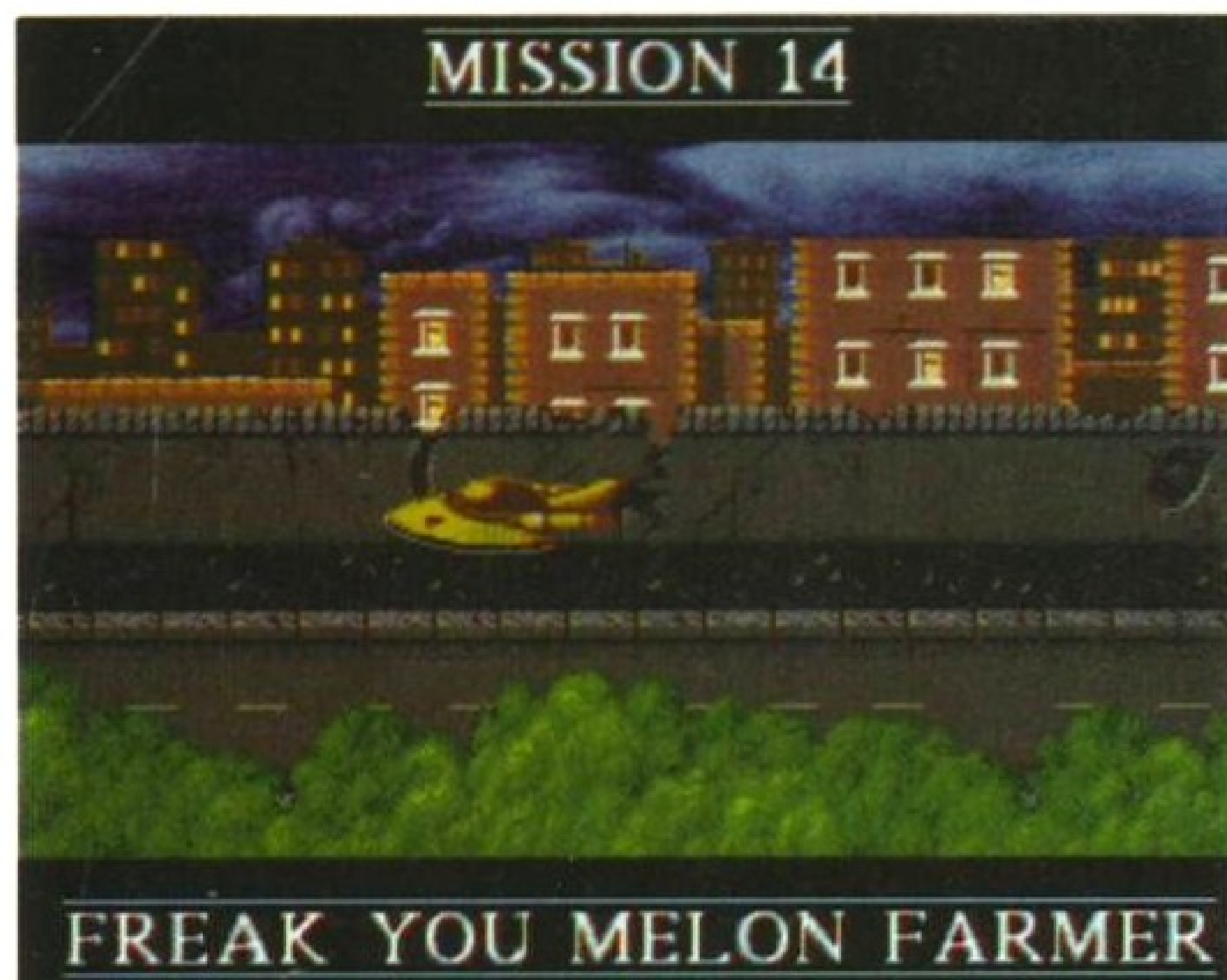
When you're completely surrounded by aliens, click on the Earth symbol to bring up the map screen. And indeed, here is one.

Caused a bit of a stink first time round this. 'War has never been so much fun', went the tune, and the *Daily Star* didn't like the poppies. But once the hoo-ha was dispensed with, we were left with one of the most addictive Amiga games ever. You took control of four little fellers, and drove them across missions galore, shooting everything in sight, collecting extra weapons, flying helicopters and generally putting the world to rights. And the startling news is, *Cannon Fodder 2* is more of the same, only a little bit different.

The original *Cannon Fodder* arrived a year ago and, because of the pressure of deadlines, the review was freelanced to an outsider and consequently ignored by your correspondent. Not for long, for the poor soul missed the Christmas Day Bond extravaganza playing the darned game. *Cannon Fodder* was, and indeed, still is, absorbing fare and you can lose days, enslaved by the beast.



And verily, the universal soldier did havoc cause in merrie olde England. It's a shame to bomb such a fine old castle but to prove you are worthy of fighting in the alien war, you must do the lot.



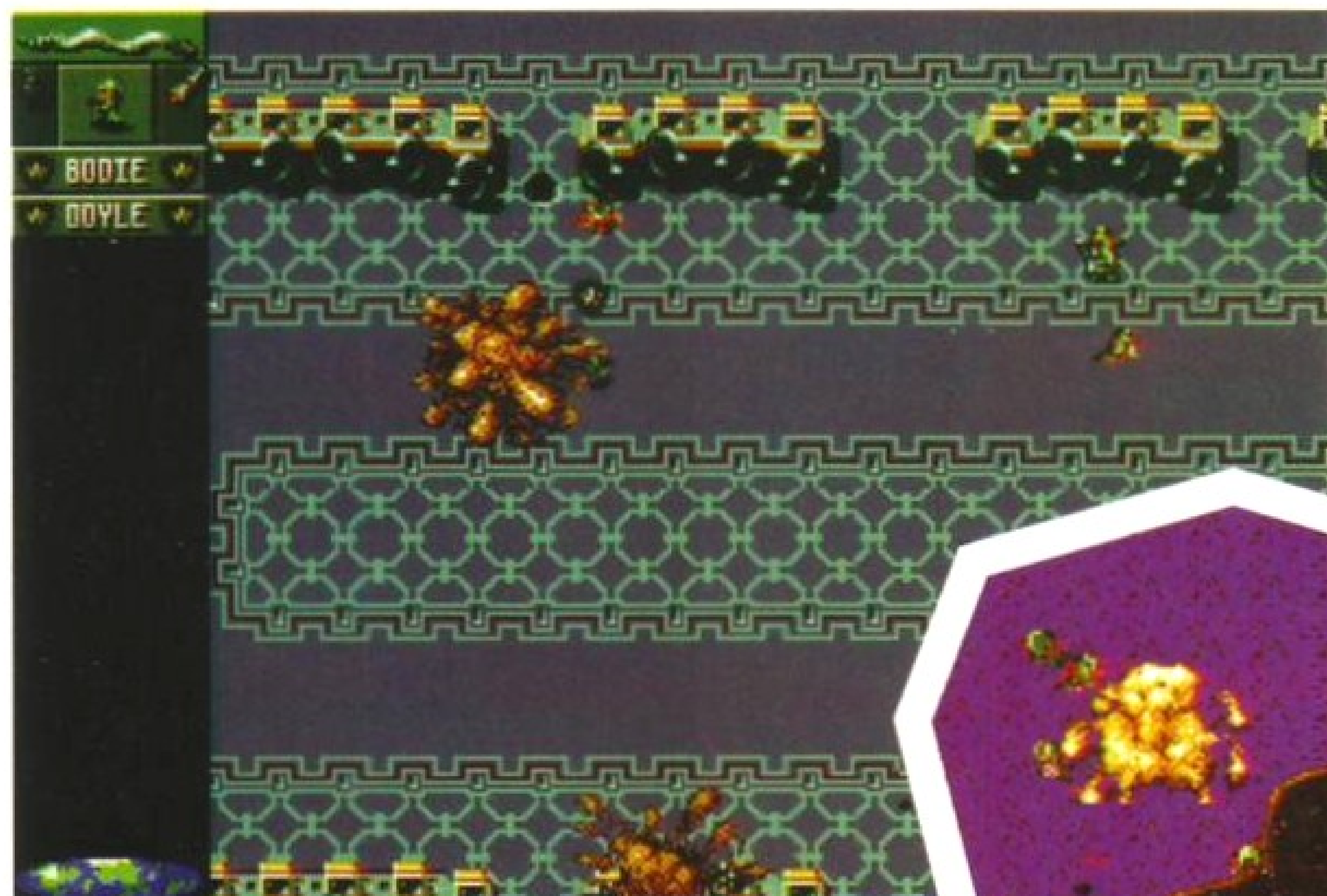
Possibly the finest name for a mission phase in any game ever, Freak You Melon Farmer involves, not freaking a melon farmer, rather skulking around Chicago streets.

What makes the concept so addictive? Well firstly, in the glorious history that is mankind, never have so many folk been killed by mice. And no-one had yet considered how much fun it would be to sneak up a cliff face and unleash a rocket into a hut packed with enemy soldiers. War, truly, had never been so much fun.

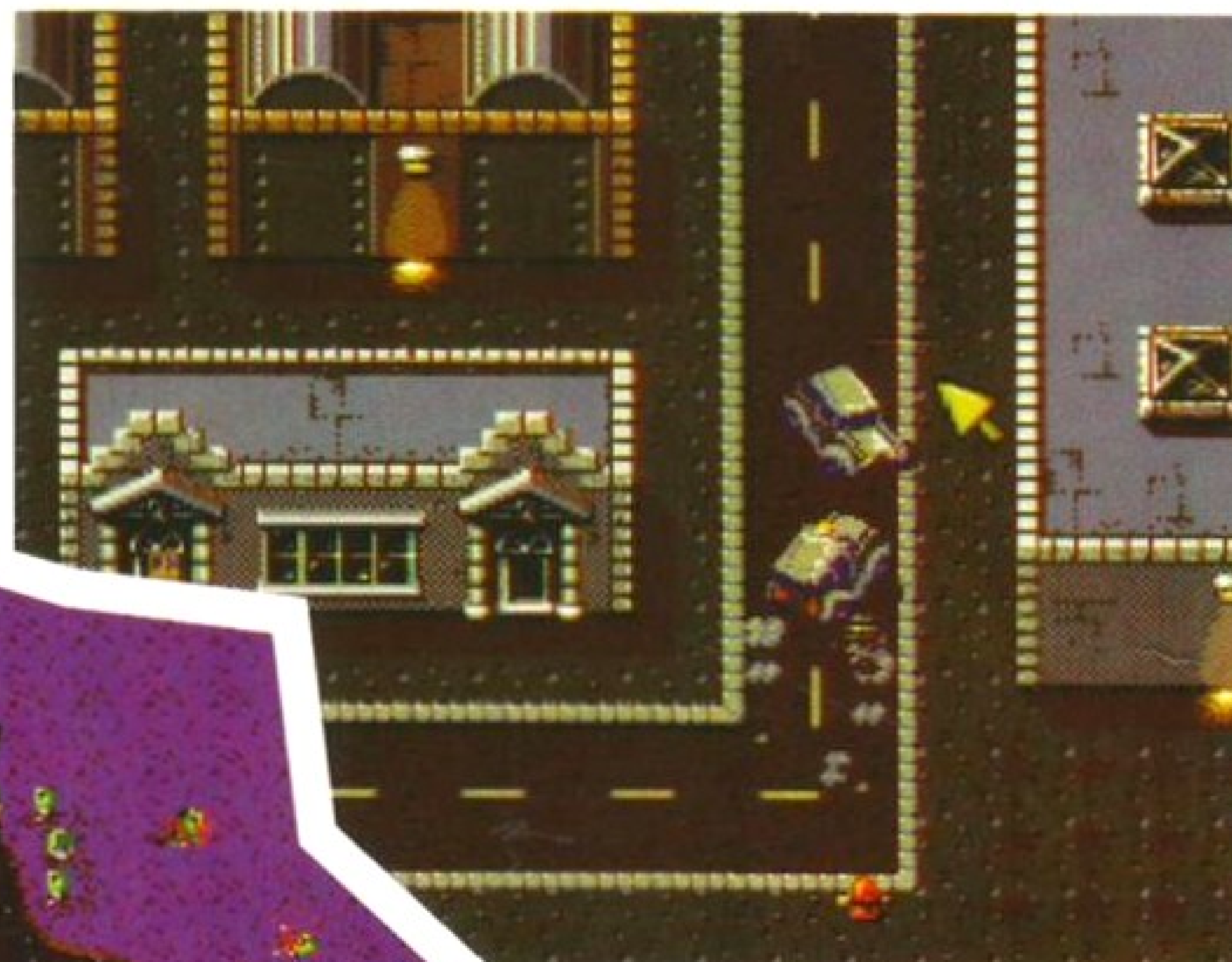
Cosmic commandos

Cannon Fodder 2 then. This time, Sensible Software have gone all funny on concepts. You control universal soldiers who start off in the Middle East when, in the winking of an eye, you're kidnapped by aliens who want you to help them out in their own scuffle. But first, they want to know if you're up to the job and despatch you on various tasks in different time zones, so one minute you're blasting through Beirut, next you're breaking and entering a medieval castle, before attempting to avoid a drive-by shooting in Chicago at the height of gangster warfare in the 1930s. Or you might find yourself on an alien planet or a spaceship.

Sounds wacky? It is. After you've completed a few missions, you jump on a pressure pad and get whisked off into another timezone. *Cannon Fodder 2* differs slightly from its predecessor in that Sensible have kindly dropped in the odd easy phase, even in the later missions, just to give you a pleasant breather – phases where you can just blast away



The alien and spaceship levels take some getting used to and to be candid, I can't say I'm too keen on them. But that's just me, I guess.



It's fun driving around the streets of Chicago, but beware of drive-by shootings. And don't crash.



You can zoom across the Chicago skyline in a chopper just as top gangster bloke, Al Capone did some 60 odd years ago. We think.



Some of the seemingly simple early levels turn out to be incredibly tricky. *Cannon Fodder 2* involves a little bit more thought than its predecessor but this doesn't make it any less enjoyable.



And here you get a bird's-eye of a drive-by shooting. The great thing is, these shootings always involve the enemy and not you.

Of course, over 100,000 of you have already bought the original *Cannon Fodder* and fully intend to purchase its successor no matter what. And, chances are, you won't be disappointed.

Even if you consider the universal soldier idea a tad gimmicky, there is still a pile of missions to tackle and to your heart's content. And some of the phases have great names, too. Check out Franz Klammer Strikes Again and Ooh, Faye Dunaway. Or what about Erutuf Eht Ot Kcab. Tuo Eno Taht Krow.

The gameplay remains the same, as do the weapons and, sure, there was nothing wrong with them first time, but it would have been nice to have a more comprehensive arsenal. In the main, the changes are in level design and concept. Speedway Star in one of the medieval phases sees you hurtling around a track in a cart, barging folk while trying to avoid the attentions of enemy carts. Faraway, But Too Close lands you on a tiny island, surrounded by aliens and you literally have seconds to blow them away before you're engulfed.

the good/bad news is that the sequel is more difficult than the bloody-tough original.

The expected Sensible Software attention to detail is apparent, as are the neat touches which separate them from the majority of other games writers. Once again, war has never been so much fun.

■ Sensible have dropped in the odd easy phase, just to give you a pleasant breather.

Cannon Fodder 2

Publisher:	Virgin 0181-960 2255
Price:	£29.99
Versions:	ECS
System requirements:	1Mb
Release date:	Late November



GEORGE CROSS: Plenty of neat touches, and some great new levels. It's still as wonderfully playable as it ever was.



VERY CROSS: Still more of the same though. Some of the levels are a bit of a drag. And it's darned tough, too.

Overall rating 90%



Never ones to miss out on a good visual gag, Sensible Software will have you clutching your stomach.

Crystal Dragon

Battle your way through 23 massive, magical levels, fighting 23 (different, intelligent) creature types and solving mind boggling puzzles in search of the legendary CRYSTAL DRAGON.

Amiga Format

'you won't be disappointed'

'very commendable, enjoyable and accessable

"...a damn fine challenge-especially for those disappointed by the lack of Beholder 3"

"...this could set a precedent for all future Amiga RPG's"

CU Amiga 86%

CU Amiga Screenstar

"...Tricky but fun RPG when you get the hang off it!"

"...puzzle intensive"

"...enormous game"

"...You'll love Crystal Dragon"

The ONE 90%

'...About as close as you're going to get to a true RPG on an Amiga.'

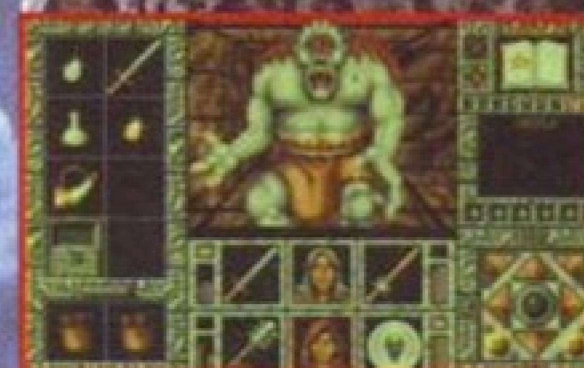
'...Crystal Dragon... accurately represents the board game style.'

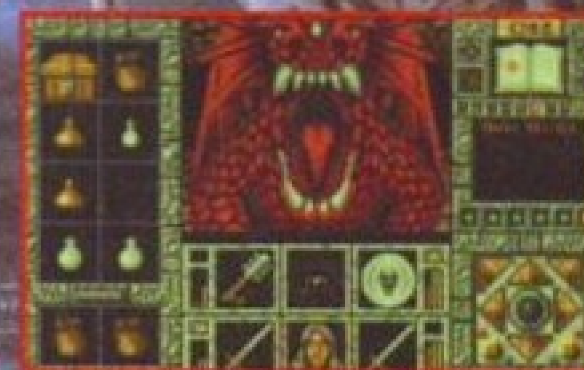
'...more of a test for adventurers than ever before.'

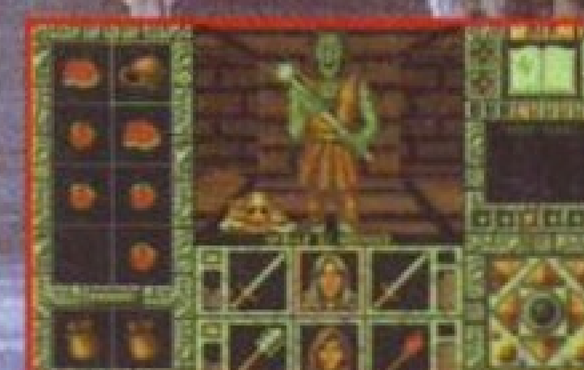
Amiga Action

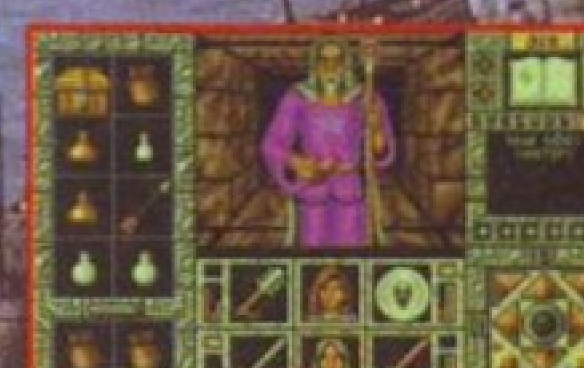
'...A very involving RPG.'

'...Fans of RPG's should add Crystal Dragon to their collection.'









© Black Legend Software
Fulling Mill Barn, Fulling Mill Lane,
Welwyn, Herts AL6 9NP
Tel: 0438 840003

Available for all Amiga computers (1mb required)







Steve Bradley comes off the pitch and into the manager's box. But is it really more challenging than handing out the oranges at half-time?

Premier Manager 3

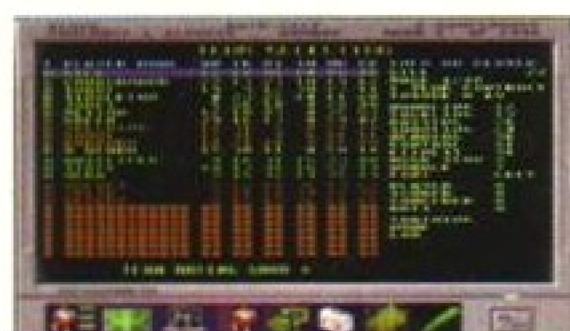

Can you afford to build a new stand, or would the money be better spent on a midfielder?



The matchplay interface feature enables you see the game from way up in the stand. You also hear a Motson-esque character spouting comments such as, 'what a goal!'.



Income from advertising is essential to keep the clubs finances ticking over.


The players are rated on six counts on a mark between 1 – 1,000. This team ain't great.


The transfer market operates rather like an auction. You bid against other clubs to acquire a player's services.

The popularity of the football management genre shows no sign of waning. A glance at the charts of any given month reveals their selling power – there always seems to be at least one in the top 10. *Premier Manager 2* has hung around the upper echelons for months and no matter what the marketing deals which enable its lofty placing, people still buy it.

After the glorious soap opera that was *On The Ball (World Cup Edition)*, *Premier Manager 3* marks a return to the more sober aspects of football management, where the gaffer has 101 things to worry about during his working day. This time, however, Gremlin have kindly provided you with an assistant manager to help out, though you may find him as much a hindrance as a help unless you carefully monitor his activities.

The major advance in *Premier Manager 3* is the matchplay interface where you can watch a representation of your games, giving you an overview of how your team are performing and what their strengths and weaknesses are. And with the option to set the match speed, you can follow play as closely as you wish. This new addition works surprisingly well.

Another welcome addition is the European transfer market – not that you have a hope in hell of signing an overseas player as manager of a Conference team, but you can trawl the lower leagues for bargains. Buying is based on a bidding system and you come up against stiff opposition from other clubs. Loaning players from other teams is often the best way around this as you attempt to paper the cracks in your early seasons.

Tough at the top

As with the earlier *Premier Manager* games, the user interface is clearly laid out and easily accessible, but you don't need to know this. What you do need to know is that *Premier Manager 3* is extremely tough and even hardened players will find the going difficult. Occasionally, some of the player stats seem rather harsh – if a player misses a tackle during the first half, he can get a ridiculously low rating, and you don't get any great detail about the opposition either.

Devotees of management sims will, no doubt, find *Premier Manager 3* a challenge while less experienced players will discover that managing a football club is no picnic. But *Premier Manager 3* is an excellent example of the genre and the significant advances in the gameplay ensure that it's worth buying. Novices, though, may want to look elsewhere.

PREMIER MANAGER 3

Publisher:	Gremlin Interactive 0114 2753423
Price:	£25.99
Versions:	All Amigas
System requirements:	1Mb
Release date:	Out now

PROMOTED: Excellent matchplay interface and a mind-numbing amount of detail packed in.

RELEGATED: Incredibly difficult – you may decide to give up altogether and head for the pub/cliff face.

Overall rating 85%


You can move your players into any of the 15 squares enabling you to pinpoint and control the team's tactics.

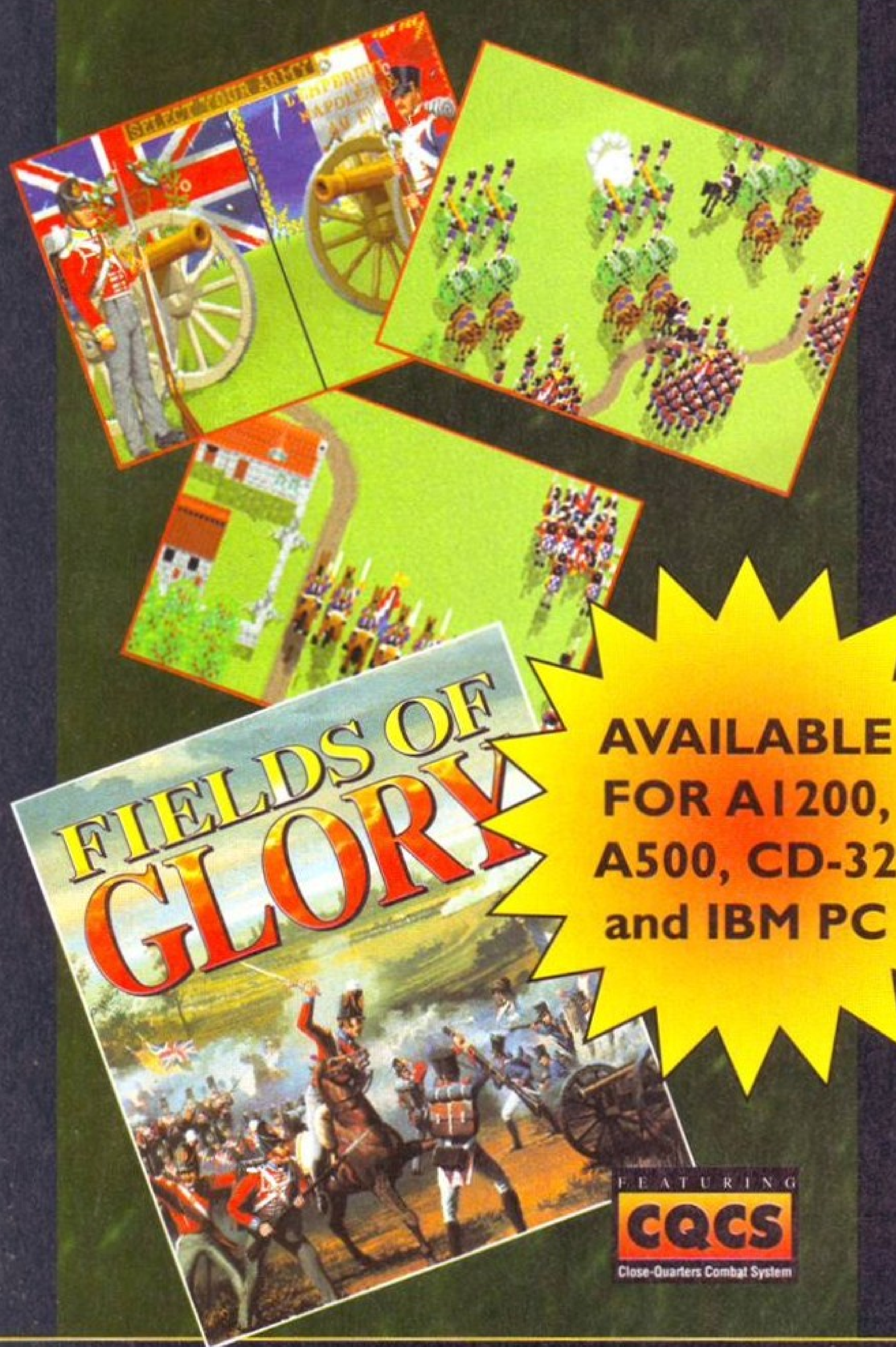
FIELDS OF GLORY

TOUGH DECISIONS AS THE BATTLE RAGES

Has your desire for battlefield leadership been fulfilled? Or, does the prospect of another wargame leave you cold?

Now, MicroProse present *Fields of Glory* for the Amiga: a game designed to break the mould of dull simulations.

The emphasis is on action and the heat is on you to make those crucial command decisions. The rich, vibrant sights and sounds of our Close-Quarter Combat System replace the tired interface of traditional wargames. You'll find that skilful 'against-the-clock' decision making is more important than historical knowledge.



Fields of Glory: the fury of real battlefield action. For A1200, A500, CD-32 and IBM PC Compatibles.

SIMULATION

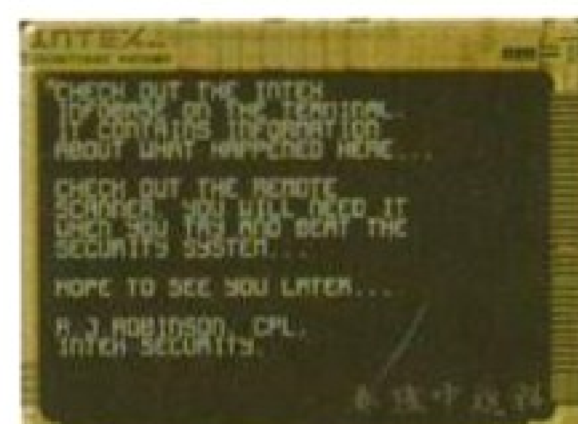
MICROPROSE

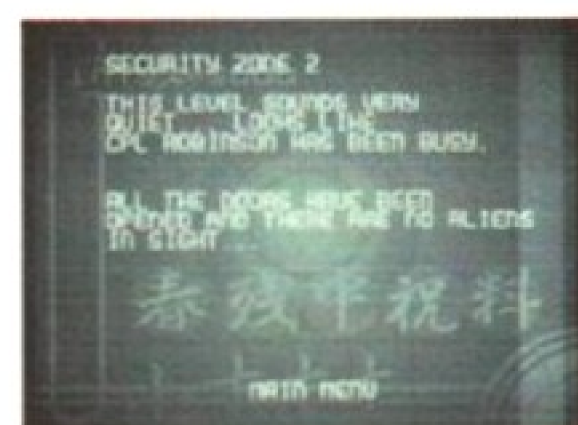


Tall Scots bloke Steve McGill bloodthirstilly guns down aliens in Team 17's latest in the *Alien Breed* series of games. And he discovers that it's not one for the squeamish.

Alien Breed 2: Tower Assault









As soon as you've logged on to one of the space terminals, you can access information vital to completion of missions and buy extra hardware such as guns and power armour.

Everyone in the world of Amiga games knows about *Alien Breed*. The *Gauntlet* clone that managed to better the original in terms of plot, playability, and good fun.

The first version of this Amiga institution first appeared way back around Christmas time of 1991. Since then, it's seen many incarnations, notably *Alien Breed Special Edition* and *Alien Breed 2*.

There wasn't a great difference between one version and another, although *Alien Breed 2* boasted a hardness that saw the average gamer throwing their arms up in surrender at the 90 degree difficulty curve.

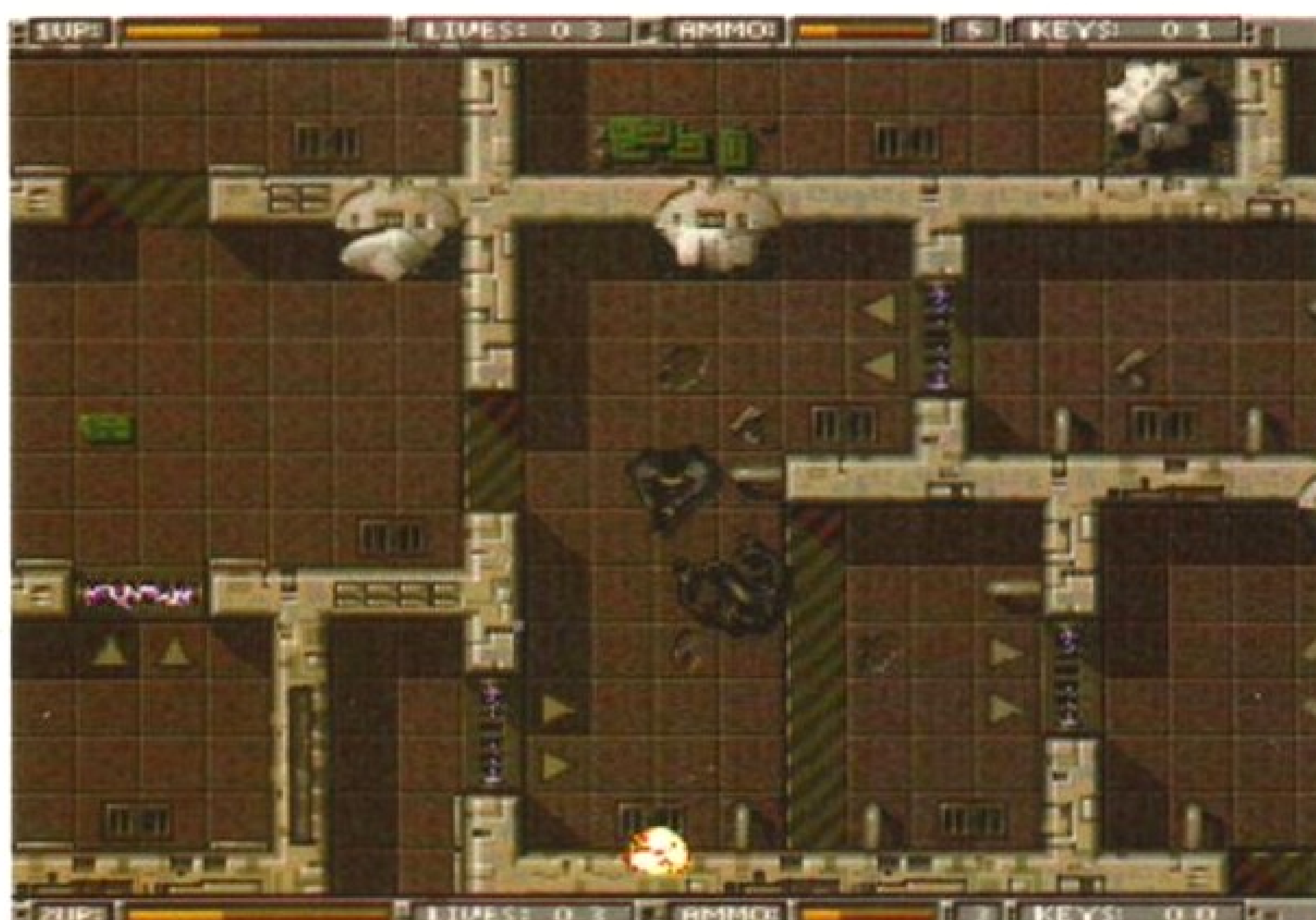
Alan Bunker assured *AF* that *Tower Assault* was the last venture into *Alien Breed* land that Team 17 would ever produce. Which, while assuming the mantle of retrogressively "no, don't go, don't go" weaned sentimentality, seems like a good thing.

As a glorious tribute and an excellent send off, *Tower Assault* boasts 55 levels and 275 different methods of completing the game; a feature more than welcome to those who found the linearity of the originals more than exasperating.



Hurrah! Loads of blood and gore help *Tower Assault* achieve a well-earned 15 certificate. If you want lots of the red stuff, you've got it.

Alien Breed fans will appreciate the gesture and find that there's a lot of meat in here both in terms of difficulty rating and plot. They're going to be able to indulge in a gore fest while at the same time test their mental faculties like never before.



If the layout of the decks was this functional in real life, fetching a cup of tea would be a nightmare.

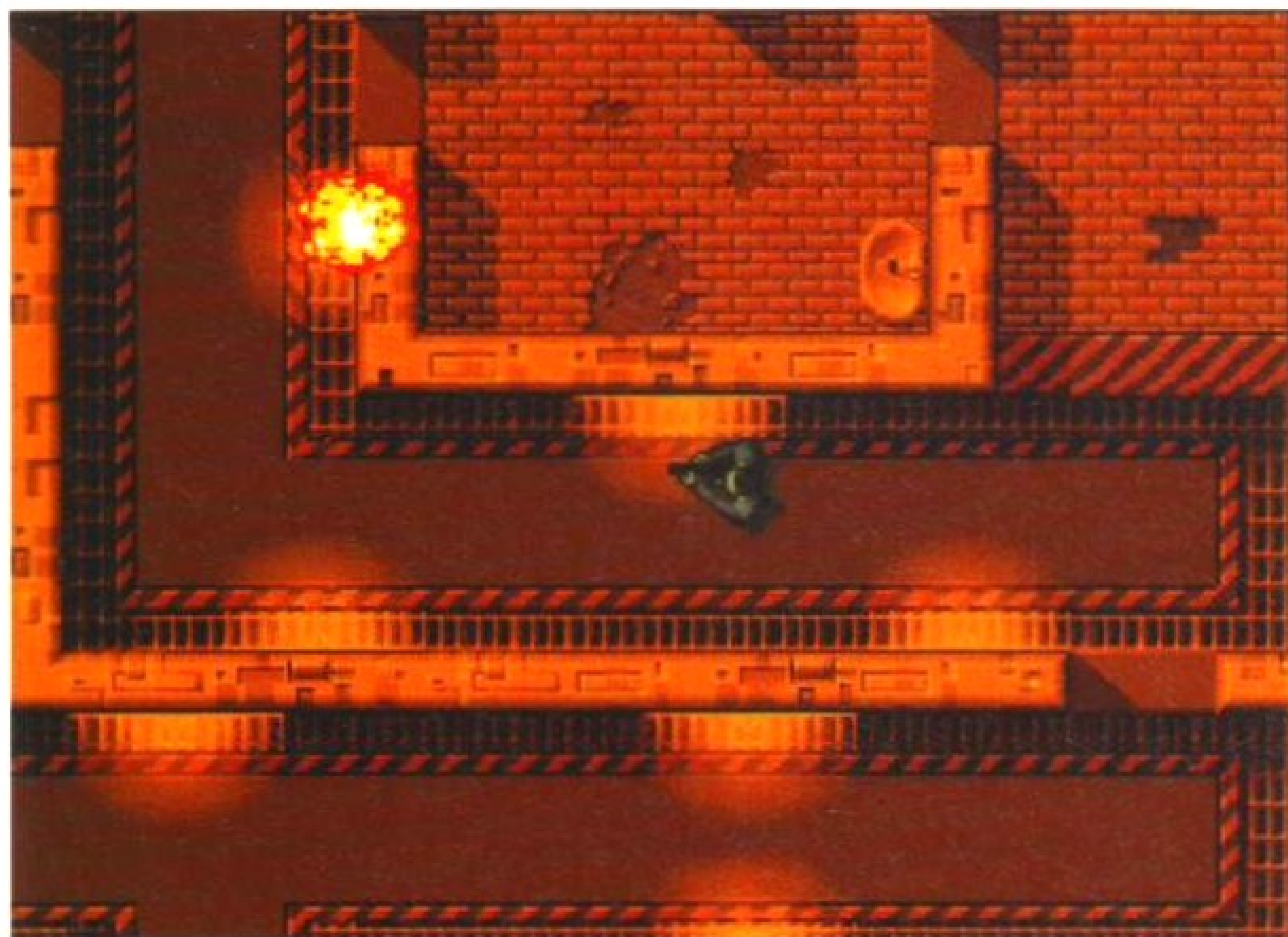
Run to the hills

There's also some new mechanics and ideas thrown in to add more variety, such as the use of a two-button joypad to activate a retreat mode which automatically faces your man backward so that he can shoot as he runs away. This opens up the possibility of having two players venture through the corridors back to back, guns blazing as they go.



One of the new ideas that adds spice to the game is the deadly radioactive areas.

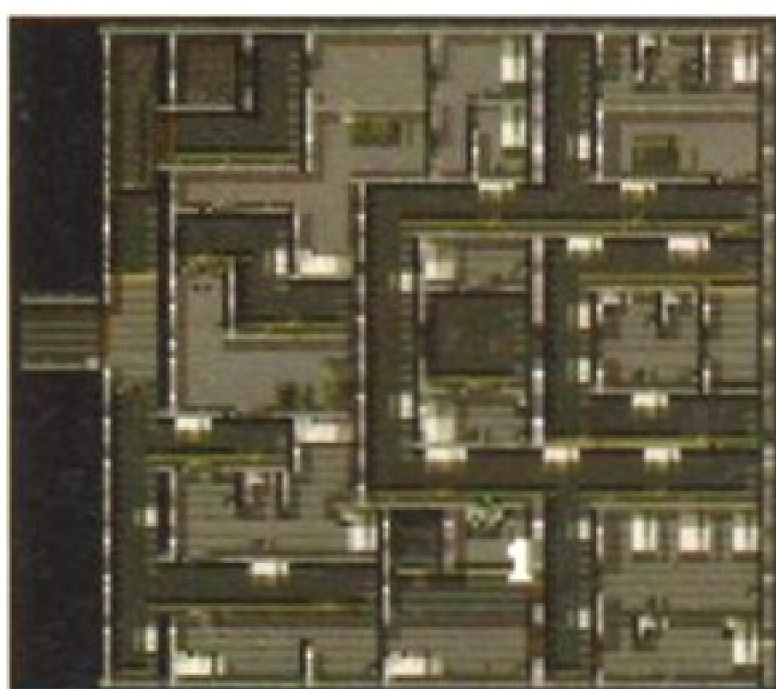
■ The game has extra gory parts which have earned it a 15 rating from ELSPA.



The klaxon screams its relentless alarm adding drama to a life or death crisis.

And speaking of two players, a toggle's been put in so that player's shots can hurt each other. Quite why they would want to is another matter. The game's difficult enough as it is and peace through superior firepower is a maxim that can almost be reached with a duo of players.

Every level has its own separate mission to be fulfilled before it can be considered completed. To find out what it is, the player first has to jack in to one of the computer terminals dotted around the various complexes. Just like the original, weapons, ammo and other info are accessed from these handy devices.



Accessing complete level maps helps you find your way about. Definitely handy to have.

To help navigate, a limited map can be accessed. Full maps of each level are stumbled upon from time to time, and these can prove invaluable. They help the player calculate which doors need to be opened and which don't. So, over-reliance on the map never happens. Use of memory is necessary in order to make efficient use of door and colour-coded key passes. Multiple exits from each level also add to the variety.

The game has extra gory parts which have earned it a 15 rating from ELSPA; mostly for mutilated corpses with loads of blood. An alien feeding from the body of a dead human is shocking. But in a good way – it adds extra impetus to wiping them out.

Tower Assault rates as the best *Alien Breed* yet. I didn't like it much as a one-player game – it was too hard. But as a two-player game, it's compulsive, fantastic to play and one of the best blasts seen this year.

Tower Assault

Publisher:	Team 17 0181 960 2255
Price:	£19.99
Versions:	A500+/A600/A1200
System requirements:	1Mb
Release date:	Out now



HUMAN: Lots of new ideas and plenty of variety are packed into a tried and tested formula. Recommended.



ALIEN: The difficulty curve in one-player mode is incredibly hard. It's much better as a two-player game.

Overall rating 83%



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Flippin' heck! It's the fantastic new pinball spectacular from 21st Century. Steve Bradley is our man with the silver multiballs...

Pinball Illusions



Round up prisoners, catch Johnny Crack and his accomplice Max Speed, and shoot shady characters in the video mode on the Law 'n' Justice table.



The Babewatch table with muscle-bound men, scantily-clad women and the sensational Babehunt.


Try this trick shot to swap the ball from flipper to flipper. Catch the ball and hit it into the bumper.


If you time the shot properly, the ball bounces off the bumper and drifts across to the other flipper.


This shot was brought to you courtesy of Pinball Jones. For more tips send a used fiver to...


Pinball Illusions doesn't have as many tables as *Dreams* or *Fantasies*, but it's got more balls thanks to the fantastic multiball feature.

First things first. If you enjoyed 21st Century's previous two pinball games, *Dreams* and *Fantasies*, you will rejoice in the latest incarnation, *Illusions*. And if you were one of the pub-playing pinball machine doubters who felt that the first two simply couldn't cut it when compared to the real thing, chances are, *Illusions* will find you a tad more responsive toward its computerised compadre. Simulated pinball though, will never beat the real thing, simply because of the sheer physical nature of the machine game, where you can slide and bash it to shift the balls around. And as yet, no computer game has really captured the feel of metallic ball movement.

But this, of course, is not the issue. We are here to assess a computer pinball game; a game that expands on its predecessors by some significant margin, mainly through the introduction of multiball, a feature whereby up to three balls rattle across the screen if you can display the necessary flipper dexterity to release them. A hi-res full screen mode automatically comes on when the multiball is accessed so you can see all three balls. Clever eh?

There are three tables this time instead of *Dreams'* and *Fantasies'* four, the excuse being that the fourth table didn't come up to scratch so was scrapped. Not a very good excuse really, and the one major downside to the exercise.

It's a bagatelle

Law 'n' Justice is a sophisticated, futuristic cops 'n' robbers affair – one instance involves you attempting to apprehend the charmingly-monikered Johnny Crack, while others see you rounding up escaped felons, crushing riots, de-activating bombs and, more obviously, ensnaring Max Speed and his fabulous hovercraft.

Of course, this is all brought about in a pinball context, namely riding ramps and hitting various flashing lights. Law 'n' Justice also has a video mode where, using the flippers, you shoot shady figures dashing across the score panel. And it makes for a cracking table.

Babewatch is not perhaps the most ideologically sound name for a table but it's backed by a Beach Boys-esque track (which you are at liberty to extinguish) and features include a casino, a muscle-pumping gym and Babehunt, where you attempt to chat up women by hitting keys on the Amiga in your bedroom.

Extreme Sports involves sky and cliff diving, bungee jumping and a bit of off-piste together with top-screen animations which reflect the activities.

Pinball Illusions is the best Amiga pinball game to date, but don't expect a radical departure from *Dreams* or *Fantasies*; just a couple more balls and one less table.

Pinball Illusions

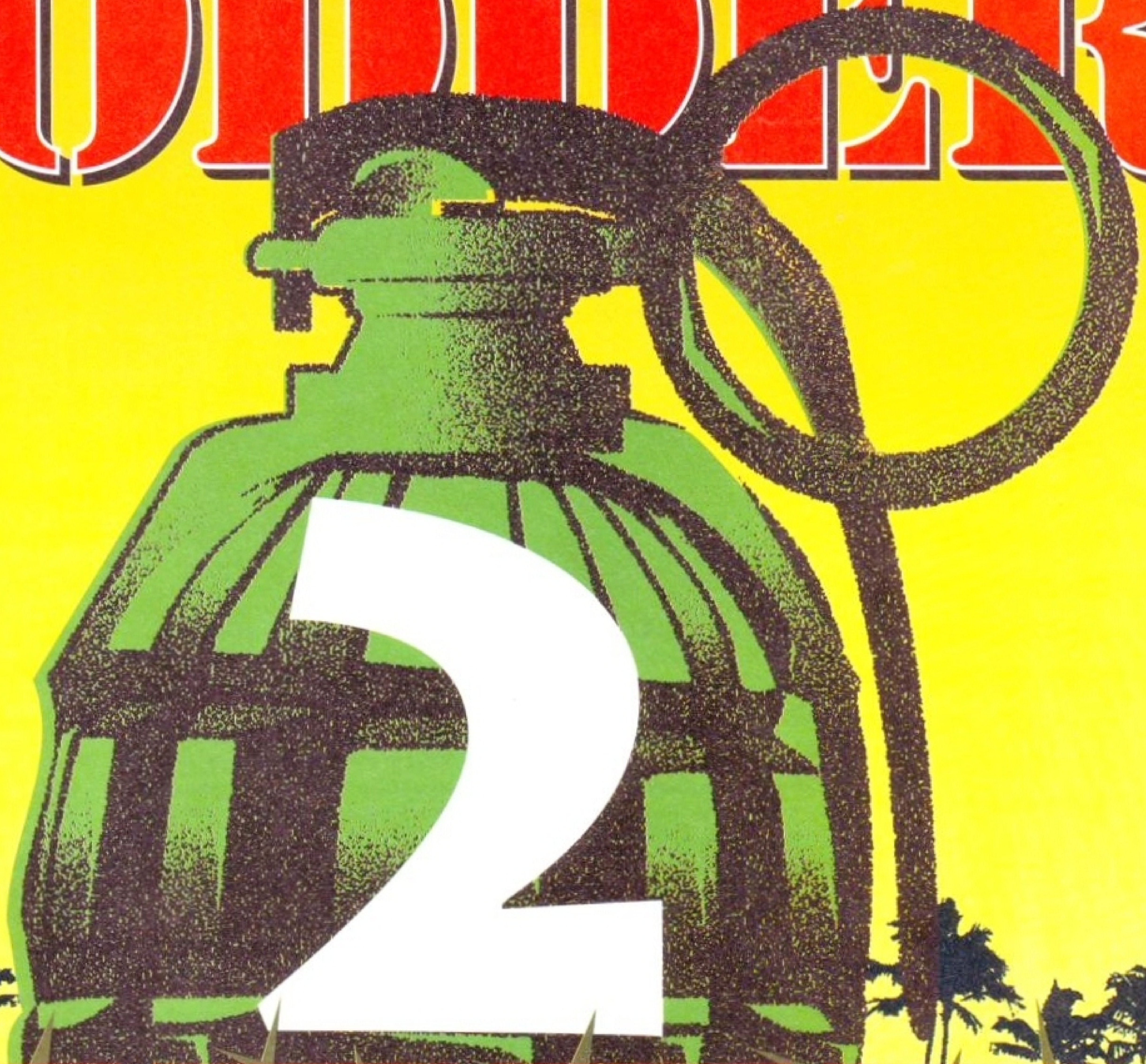
Publisher:	21st Century 01235 851852
Price:	£29.99
Versions:	A1200/A4000
System requirements:	AGA machine
Release date:	Out now


FLIPPERS: The multiball feature works superbly. And the sub-games add to the fun of twanging a ball around the table.


DEAD FISH: It's still more of the same stuff as *Pinball Dreams* and *Pinball Fantasies*, only this time with one less table.

Overall rating 88%

CANNON FODDER











CANNON FODDER 2 • ONCE MORE UNTO THE BREACH Your battalion's on the march, there are snipers around every corner and you've forgotten to pack your sandwiches. This is the grim reality of modern warfare. Now you can experience it for yourself, as the battle-hardened troopers we lovingly call Cannon Fodder, cock their rifles, prime their grenades and march off into battle once more. They won't all come back, but that means more sarnies for the rest of us, so chin-up.

Sensible SOFTWARE

Virgin

There are kings to defeat, lands to conquer and crops to be harvested. And the peasants are revolting – but not half as revolting as Steve McGill.

Lords Of The Realm



England and Wales as they looked yesterday, 300 years ago. Probably.



In order to build castles and armies that produce results, finances have to kept under a tight rein.


The secret of setting the player on their conquering way is a happy populace.

Starving peasants are never happy. So ends the section on food in the *Lords Of The Realm* manual. In that pearl of wisdom lies the driving force behind this compellingly engaging medieval war game.

Cosmetically and strategically, it bears a passing resemblance to the ancient Amiga classic, *Defender Of The Crown*, your aim being to become ruler of England and Wales. To do so you have to conquer 32 separate counties. And just to add some spice, five other opponents, either human or computer-controlled, are out to do the same.

The means to achieve victory are similar to *Defender*, but the mechanics and preparation behind building armies and castles are much more involved. They call upon the player's management abilities, both with resources and people.

Happy, well-fed peasants are more productive at tending grain, breeding livestock and paying taxes. When self sufficiency in food production is achieved, excess monies can be channelled into profit which pays for miners, armourers, quarryers, foresters and builders. All of whom contribute towards your defence and attack capabilities.

It's a slow process. With ambitions such as keeping the peasants happy and the fields fertile being modest at first. But these goals grow with the success of the player at controlling and manipulating the productivity of the populace. Each season requires new tasks to be entered into.

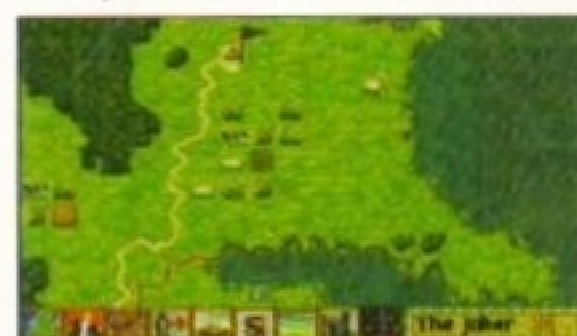
Cabbages and kings

Combat has a manual all to itself and it's worth studying closely. Defeat of a county is a matter of marching to that county's town cross and fighting the opposition. The situation is more complicated if they have a castle, for that has to be dealt with as well before the county becomes yours.

With all of this conquering going on, it's wise to be diplomatic and make temporary alliances with other opponents. In this sense, the game plays like the boardgame *Diplomacy*. Only instead of passing hastily scribbled notes to each other, messages are sent by telegraph.

Lords Of The Realm has loads of potential for a play-by-mail system. It would also lend itself well to having a serial link option installed. The PC version has this latter mechanism, yet the option has been omitted from the Amiga version, which is a shame.

Lords won't set the world on fire, but it will grip many people and not let go until they've united the Kingdom under their beneficent rule.


Initially, the player controls one county only. Successful management of peasants and fields helps change his situation.


It may seem like a politically correct comment, but in the 13th century not many people were unemployed.

Lords Of The Realm

Publisher:	Daze Marketing 0171 372 7435
Price:	£34.99 (£29.99 A500)
Versions:	A1200 AGA, A600/A500
System requirements:	Hard drive installable
Release date:	Out now

FERTILE: The involving tactics and strategies and a sense of reward when you achieve positive results.

BARREN: There is very little feedback for the amount of time you spend figure and resource juggling.

Overall rating 80%

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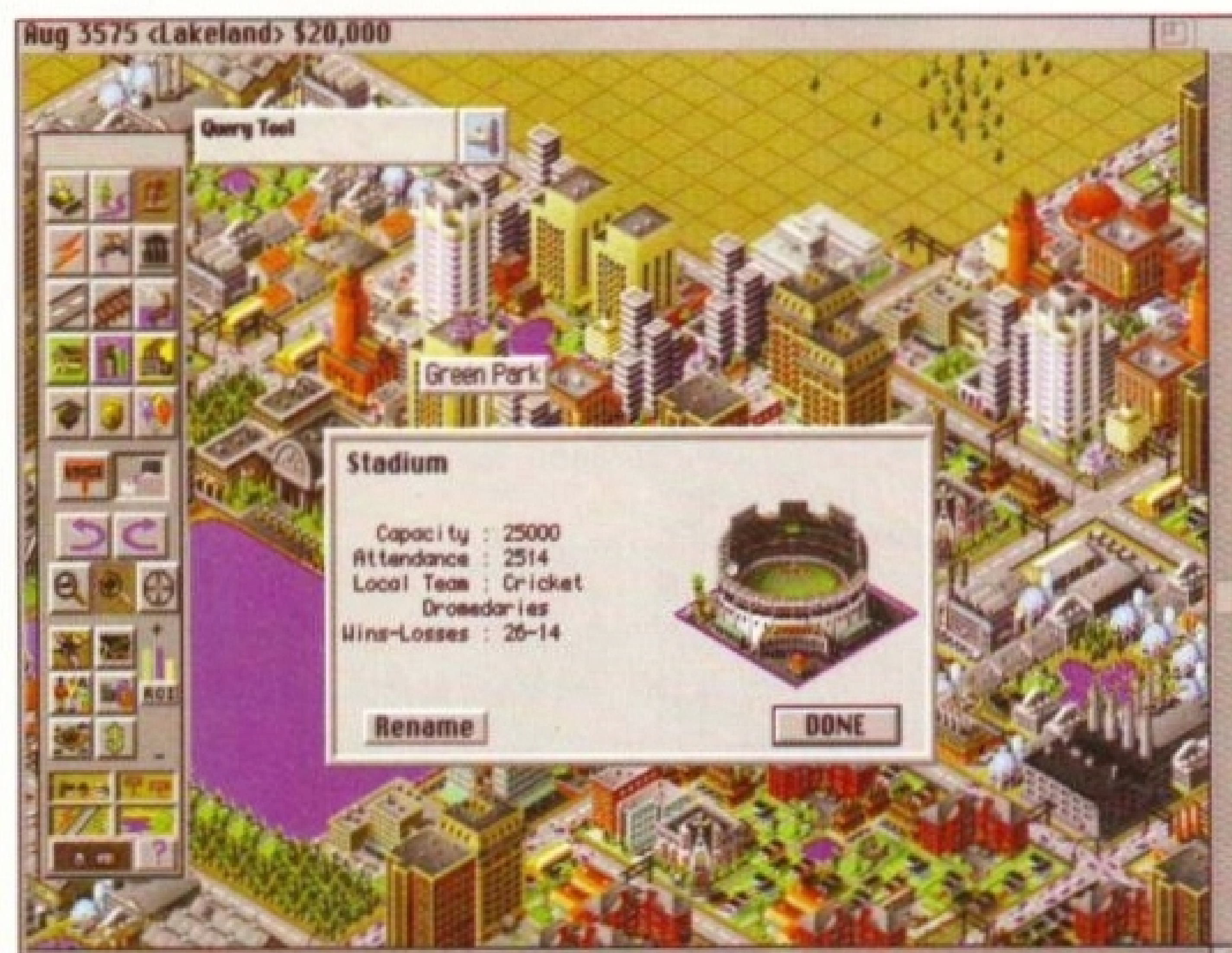
AMIGA FORMAT GOLD

A city is more than a collection of buildings and people, it's a living, breathing animal. Nick Veitch prowls the streets and tames the beast that is *Sim City 2000*.

Sim City 2000



Life can be pretty cruel in a sprawling metropolis but you can make it nice and fluffy and really quite lovely with *Sim City 2000*.



After a while, the people of your city start to drop subtle hints about amenities that they'd like. Give 'em what they want or you'll be out of office in no time.

I don't know about you but I'm thinking about moving. I mean, Bath is a great place, but there are quite a few things missing. There aren't any luxury office blocks with air-conditioning and helipads on the roof. There isn't a convenient airport, and not a shipyard to be found. The water system could be a lot better, and quite frankly, I'm worried about the crime rate.

Where am I moving? A great new place called Sim City 2000*. They've got everything you could possibly want there. Plenty of houses, either in high rise apartment blocks or detached homes, acres of office space and just about every conceivable industry, from auto companies and petrochemicals to tourism and media.*

There are some great facilities as well. Of a morning I could quite easily take the subway downtown and visit the library, go for a relaxing walk through the zoo and then catch the bus to the ball game.

Of course, the air is pure too. That's because the mayor passed an ordinance requiring that industries comply with strict pollution controls. He raised the finances by legalising gambling which is fine by me. The new super-efficient traffic warden service can be a bit of a pain sometimes, but since the introduction of the excellent train, subway and bus system, I never really need to take the car into town anyway.

The best thing about this city though is that if I don't like anything, I can simply change it. Does that building look a little ugly? Wouldn't you rather have a nice big park there instead of that gas works? OK, send in the bulldozers and down it comes. How come I have the voice that destroys and commands? Er, well I'm the mayor since last week.

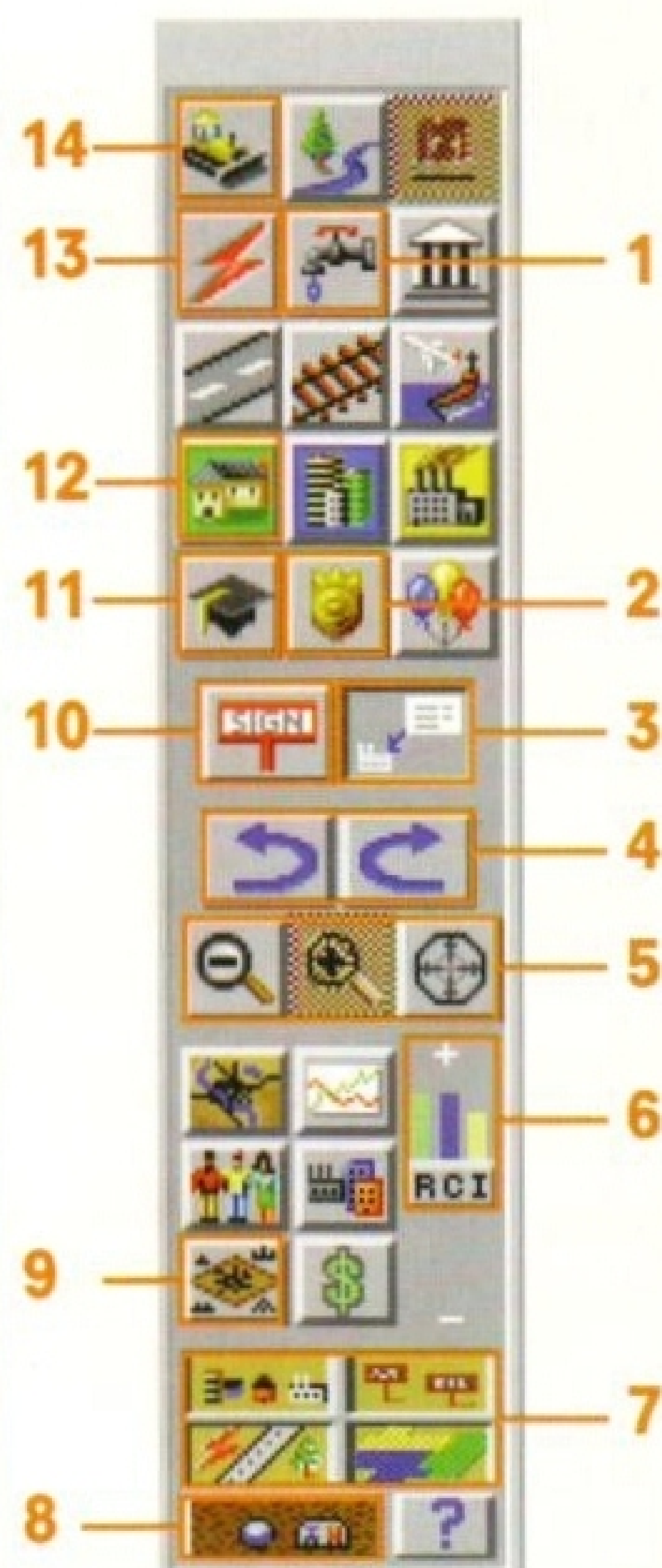
That's another great thing. Yesterday the townspeople all gathered together and presented me with a statue, right in the centre of town. I was so pleased that I immediately allocated funds in next year's budget to provide a free clinic and I knocked off the one per cent sales tax that everyone had been griping about. So what are you hanging around for? Move in today...

Power mad

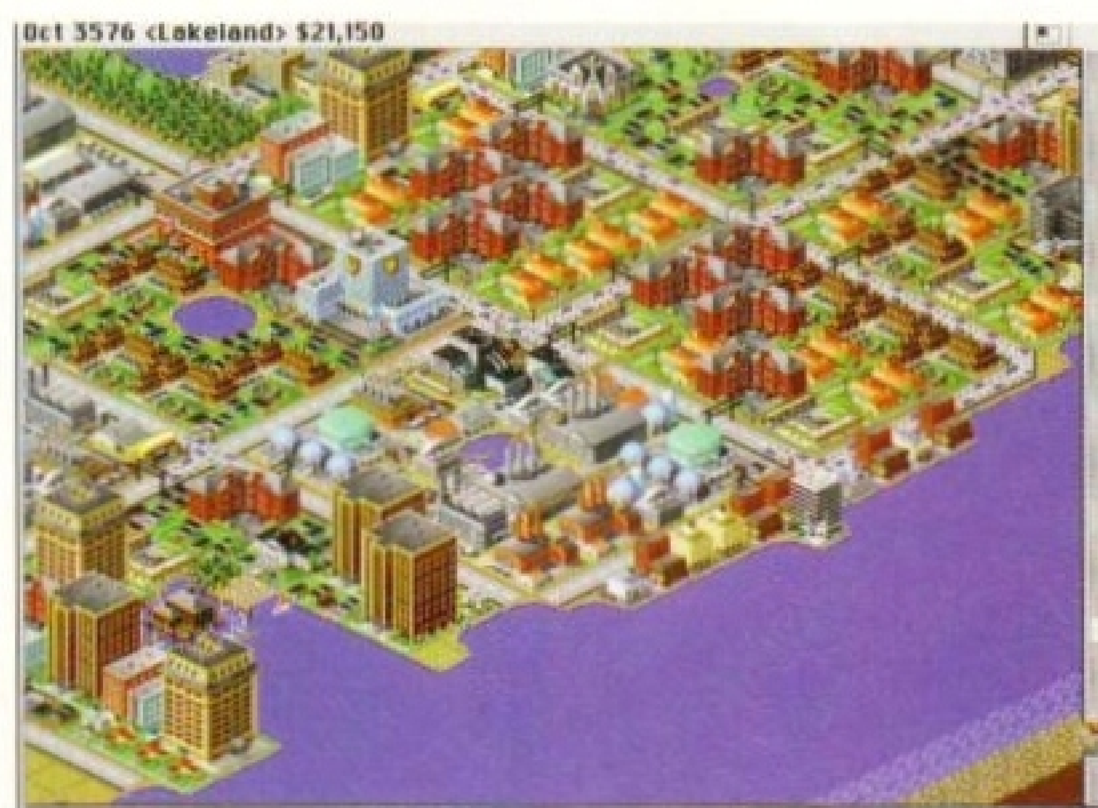
The above was a letter I received a few days ago from the bloke who used to live next door. Being a former resident of *Sim City*, I thought I'd check it out (*Sim City 2000* has been built on the ruins of *Sim City*, which was tragically destroyed by a joint flood, tornado, and firestorm and a Godzilla attack some years ago).

It was just as I feared. As a resident of this poor place you are subject to every whim of the sometimes quite power-mad mayor. And the mayor of *Sim City 2000* has more power than the old mayor ever had. Now he can level taxes on individual industries when he feels like it, mess around with the education system at the drop of a hat and even terraform the landscape.

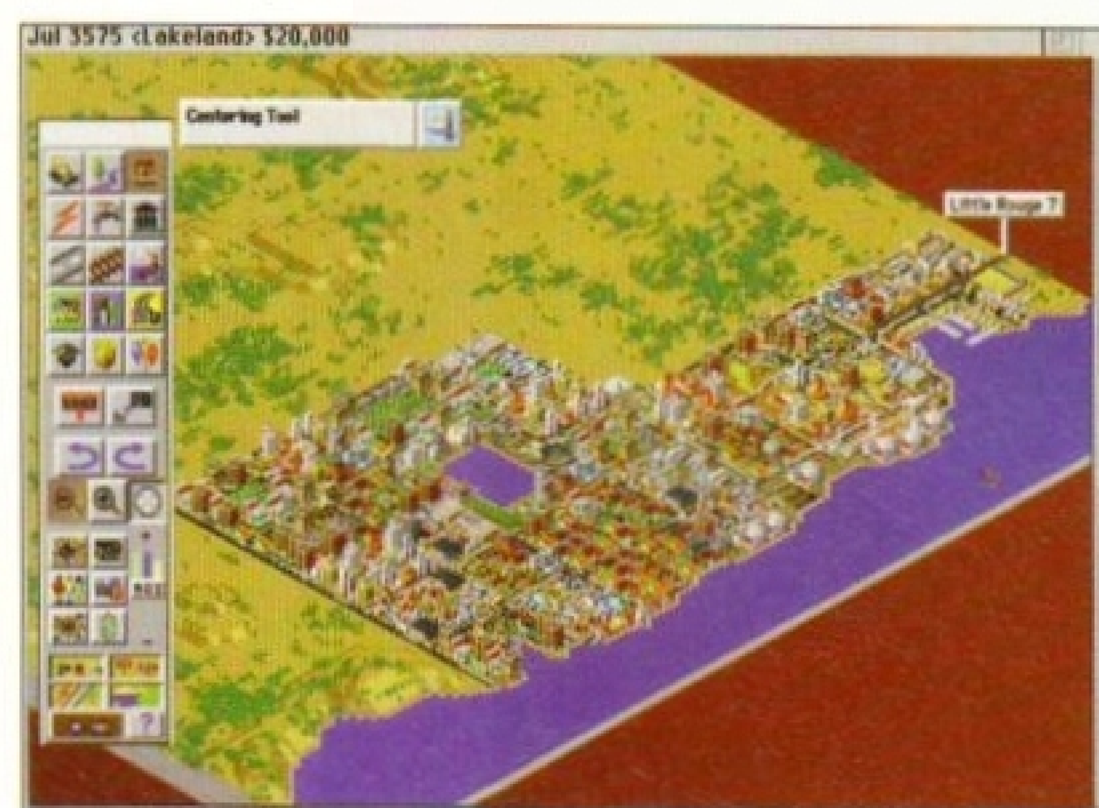
CONTROLLING YOUR CITY



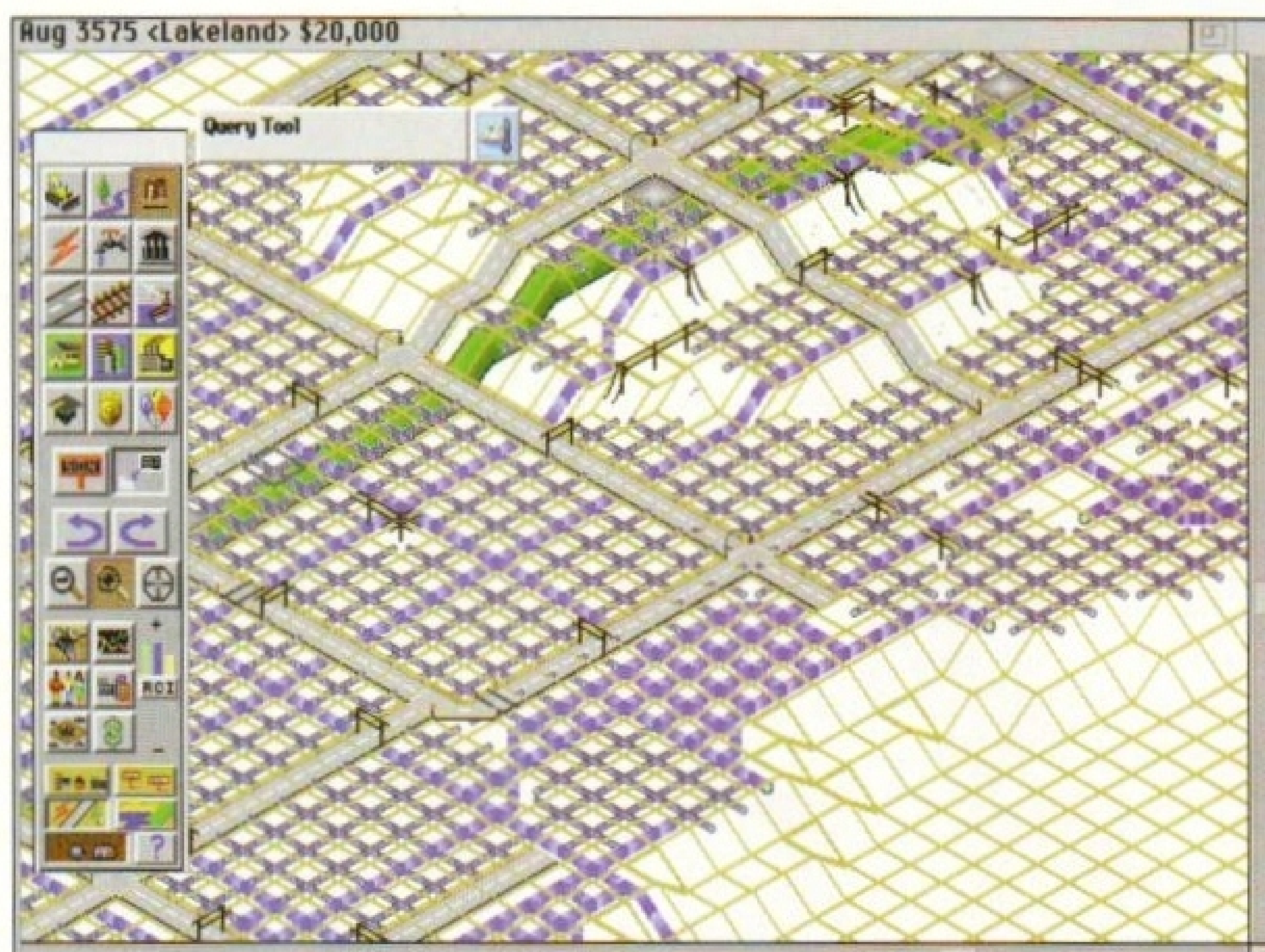
1. The waterworks are your responsibility – water should be clean, plentiful and reach everywhere in the city.
2. In an emergency, you can direct your fire crews and police.
3. The query tool can tell you the exact state of what you click on, including the land value and the power and water situation.
4. The viewing perspective can be rotated at any time.
5. Three levels of magnification give you a much better view.
6. The demand bars tell you whether you need industry, commerce or more residential areas.
7. The display options can turn off zones, roads, official buildings – everything basically, to give you a better picture of your city.
8. Going underground. The underside of the city becomes important when dealing with subway trains and drains.
9. If your city is crap, the residents might defect to the neighbouring town. Check the competition here.
10. You can erect signs anywhere to pick out places of interest, such as a particularly nice statue.
11. The education system is in your capable hands.
12. You can now choose between dense or light zones for commerce, industry and residents.
13. New power plants become available as the new technology is developed. Also, older stations can wear out.
14. The bulldozer is useful for rectifying your mistakes as well as terraforming the landscape.



Playing *Sim City 2000* isn't just a case of plonking buildings down – you'd better keep a careful eye on the city budget too.



Once your city gets to this size, you'll find life harder because you have to encourage growth and keep the existing population happy.



Keep the people of your city supplied with drinking water or you may find that they start to move out. It's important to make sure that the existing water system doesn't have any breaks too...

I mean, this potentially barking mad despot even decides where the sewer system goes, and if he can raise the necessary cash, he could put you on the front line of fusion energy research...

● That report was a tribute to our special *Sim City 2000* corruption correspondent who died tragically in suspicious circumstances. He will be sorely missed. And, on the lighter side, you will now be able to experience the power of running your own 20th century city thanks to a powerful new piece of software from Maxis. The makers claim that you can control virtually everything that a real mayor would.

And now the weather...

■ **A classic that has endured years in the charts. Now it's back, and it's better than ever.**

Sim City 2000

Publisher:	Maxis 0171 490 2333
Price:	£34.99
Versions:	AGA only
System requirements:	3Mb RAM, hard disk
Release date:	Out now



HAVES: The ability to control the destiny of an entire city is better than having to live in one controlled by madmen.

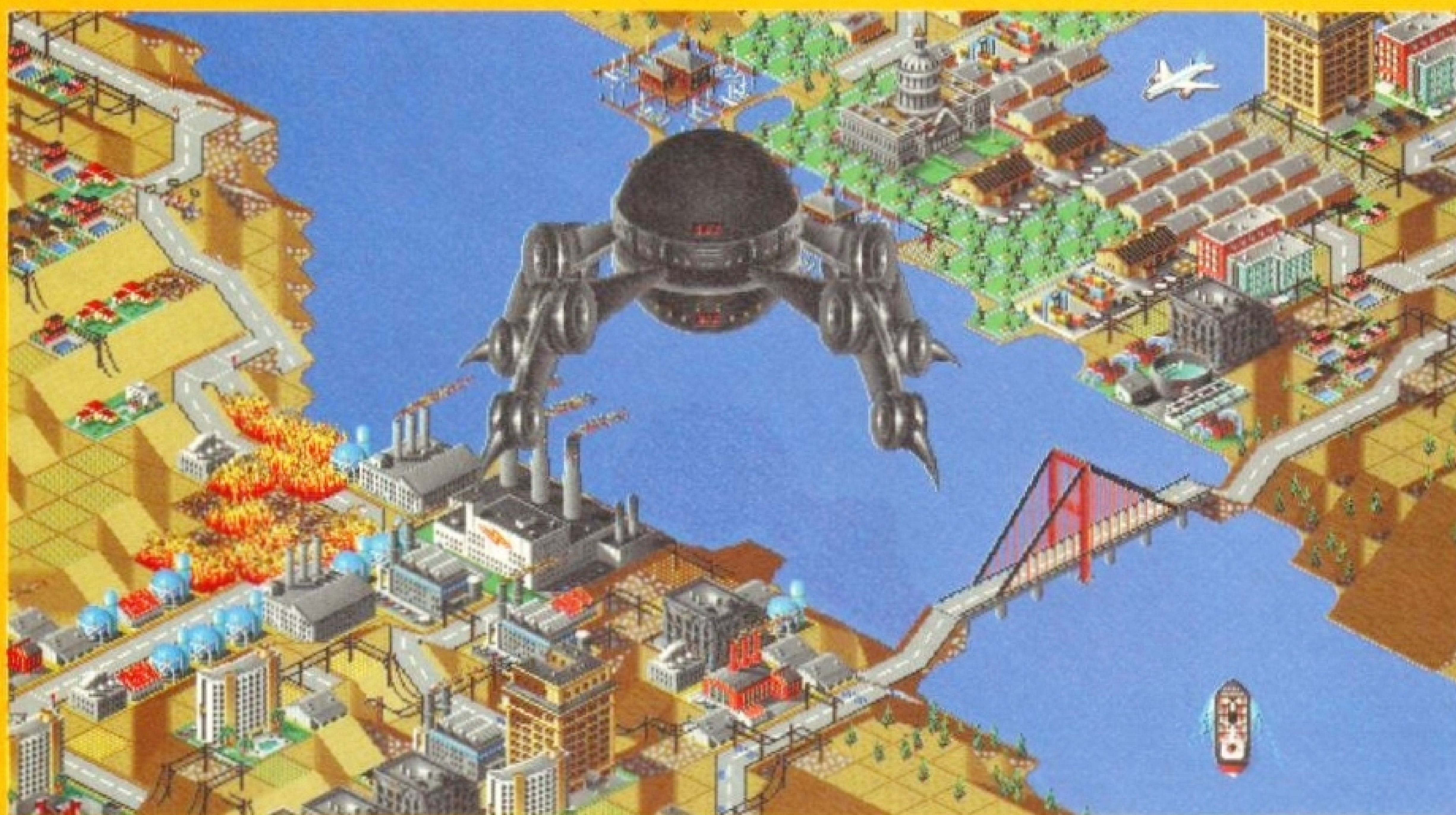


HAVE NOTS: This has all the features and all the excitement of the Mac and PC versions. Sadly it's a lot slower.

Overall rating 90%

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THE ULTIMATE CITY SIMULATOR

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SimCity 2000 is about to hit the streets. And if you thought the original version was addictive, prepare for a 3D metropolis that even Aliens find out of this world. After terraining your own landscape, you'll discover new features like subways, schools, marinas and parks. Meanwhile, beneath the city's teeming surface, a complete underground network awaits connection. Whilst you view your brainchild from multiple angles in stunning 3D, the local newspaper will be viewing your actions with a decidedly cynical eye, reporting your every move back to the Sims.

Will you prove a wise leader or will absolute power corrupt you? With SimCity 2000, the excitement never stops building.



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KICK OFF 3

EUROPEAN Challenge

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It's

The top 24 International Teams and the best 96 Euro Club sides battle it out in *Kick Off 3 European Challenge. Build your side around the star men. It is these key players who provide the skill and the style needed to win one of the 12 League and cup trophies, and maybe even the World Cup itself!*



Kickin'!

KICK OFF 3
EUROPEAN
Challenge
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Looks Good...



Superb animation giving fast flowing soccer action. Bit-mapped International class pitches. 1500 detailed sprites bring the game to life with referees, linesmen, trainers and much more

Sounds Good...



Nearly 1 MB of sound. Digitised crowd noise samples and chants lets you soak up the big match atmosphere.

Plays Good...



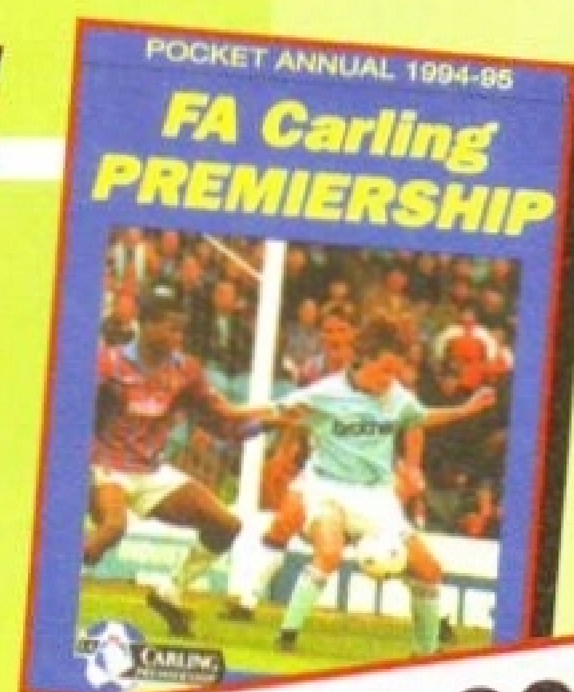
Master the moves and you'll master the game. 16 individual player actions at your fingertips. With powerful runs by the full backs, penetrating passes from the playmakers and devastating wing play... this is a game with blistering pace and instinctive appeal.

Features...

- **40 Set plays for dead ball situations.**
- **Practice mode, team talk and match facts.**
- **Edit player names. Play alongside the top International stars.**
- **Save your best strikes and get ready for the Golden Goals competitions.**
- **Skill Speed and ball control options help you progress to the very top.**
- **Ease of control with 4 button joypad (optional).**

Is Good... And Gives You More!

The first 10,000 Amiga copies and the first 10,000 PC copies of Kick Off 3 European Challenge come with a FREE FA Carling Premiership Pocket Annual 1994-95. Worth £3.99 with a complete Premiership club directory, season reviews, player records - this is a guide that no soccer fan should be without!



Worth £3.99

ANCO

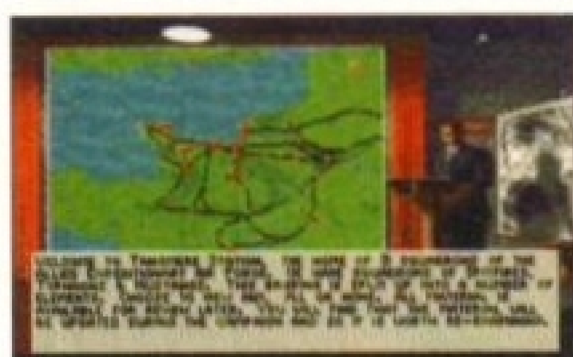
 Anco Software Ltd, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH
Tel: 0322 292513 Fax: 0322 293422 Amiga: Min 1 Mb, 1 button, 2 button and CD32 joypad compatible
IBM PC: Min 386/33 MHZ VGA 2 button or Gravis joypad compatible. Soundblaster compatible.
* Screen shots displayed are representative of IBM PC and Amiga 1200 versions only.

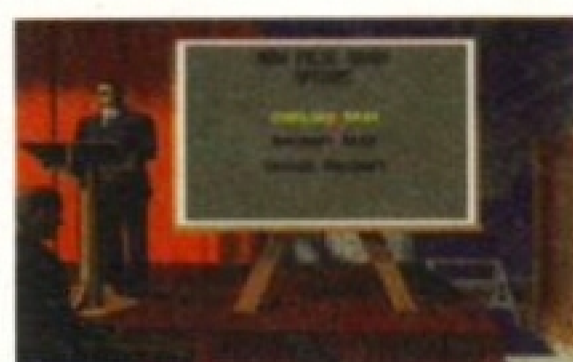
Steve Bradley donned his flying jacket, white silk scarf and goggles to review Virgin's flight sim. But we gave the game to Steve McGill instead. Ack! Ack!

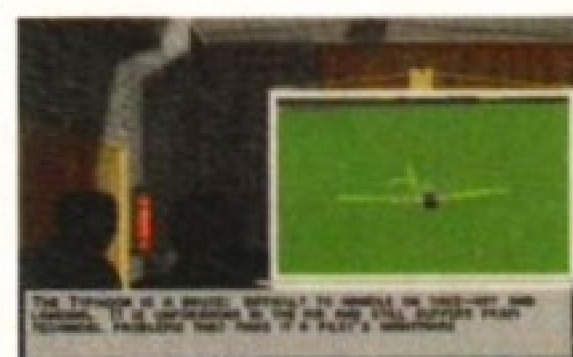
Overlord

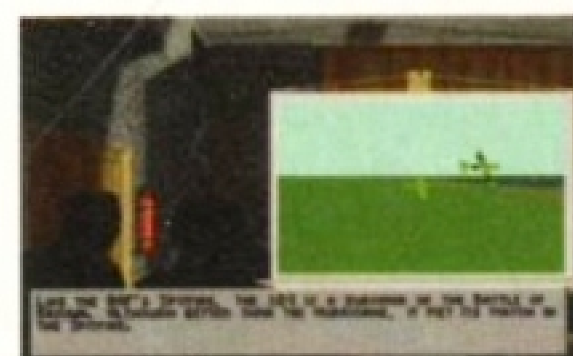


The airfield's facilities are all accessed from this screen. You can flick through the different options by pressing on the Tab key.

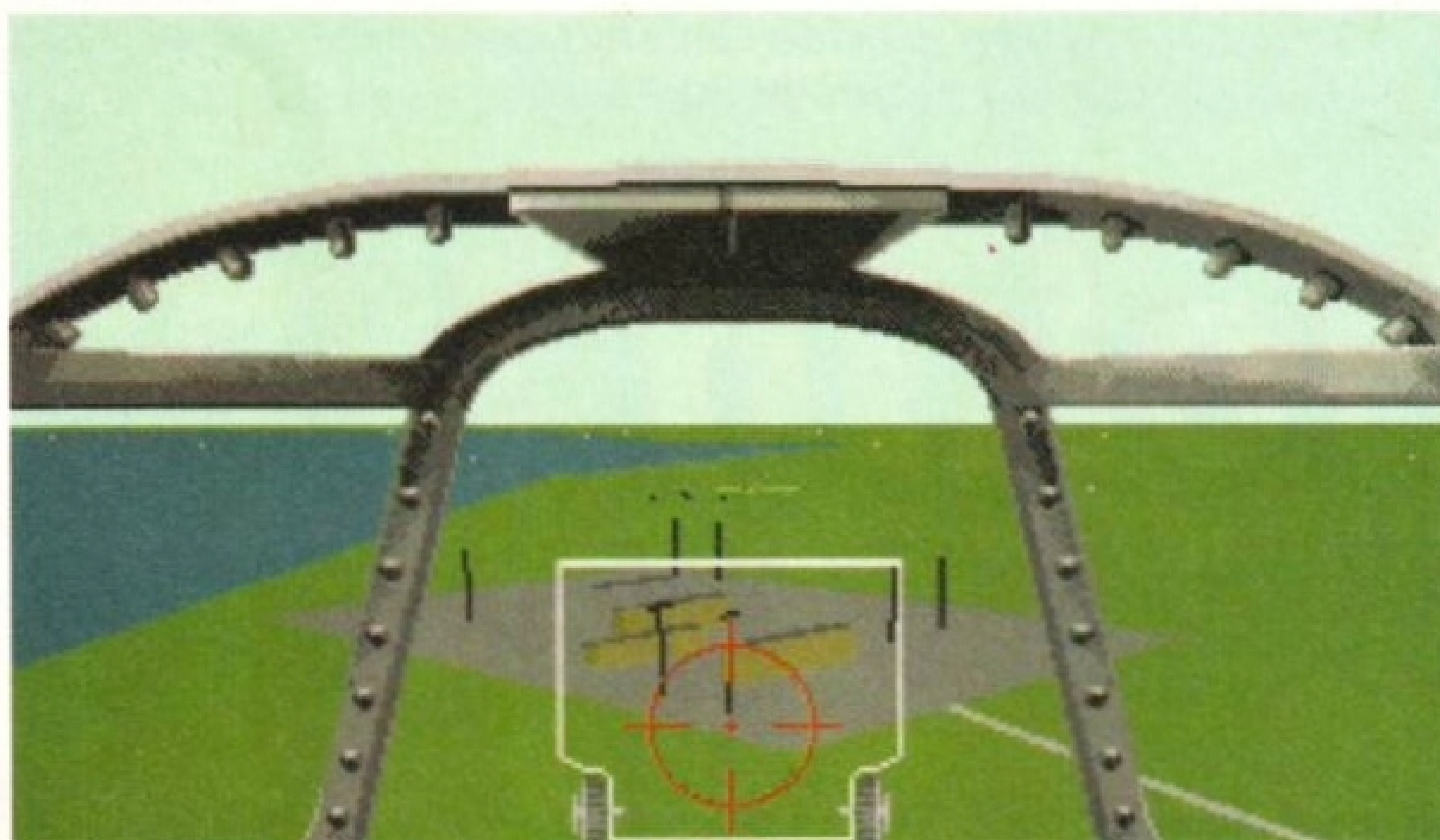

Planning and viewing your flight route through the skies of war-torn France is a major element of all the *Overlord* missions.


Tonight, instead of viewing some film of a Typhoon in action, we'll watch the replay of last night's cup final at Wembley.


As an interesting aside, you can view the different types of planes you fly and find out more about their flight windows.


Sometimes Ginger liked to sneak into a darkened room and watch video footage of aeroplanes while he was alone.


If you decide to sneak out on a lone wolf-style of mission, you can choose the type of plane you want to fly from here.


Line target buildings up in your sights, fire away and watch the whole thing go up in glorious blow up-o-vision. If that doesn't turn you on, you can always opt to fly past and play it cool.

Modern jet planes and flight sims aren't much cop. They're too sterile, shiny, and impersonal. Oh for the days when you could get so close to your enemy that you could see what he was thinking, the days when you had to aim and keep your plane in a steady line to hit targets rather than read a Head Up Display and press a button.

Overlord – the codename for the D-Day landings in 1944 – is just about the perfect scenario on which to base a good old-fashioned flight sim. Air support is needed before, during and after the main assault on the beaches. Ground targets have to be bombed, rocketed and destroyed. Enemy air units have to be tackled, intercepted and neutralised.

The secret lies in tactics, approach and pilot orientation. And that's where *Overlord* scores big points. Traditionally, standard views aren't up to the pace of the fight – no sooner have you lined an enemy in your sights and let loose a couple of bursts of cannon fire, than he jinks out of view and tries to manoeuvre into a better position. To follow him, you either have to guess his flight path or follow his progress by flicking between left, right and behind views.

Anyone who's tried to do this knows the problem. Disorientation rules. The heat of the battle shouldn't be about hitting keys, but outflying and outshooting your enemy.

That's where the *Overlord* combat lock views come into play. The two most important are the inside and outside locks. The inside one centres on and follows the enemy planes and the outside lock offers an exterior view of your plane with the enemy in the middle of the screen. Using this view lets you point your plane in the right direction and then switch back to the inside lock.

High times

There are also several tracking options which give you all sorts of views of impending targets. You have a choice of three planes suitable for the different types of mission. There's the Typhoon, famous for its low-level ground attacks, the Spitfire and the Mustang, the US version of the Spitfire which had a longer range and a more powerful engine.

All of the planes' nuances are explored in the manual, as is the background and philosophy of aerial combat which increases atmosphere and realism. The coastline of France 1944 is historically accurate – the archive of reconnaissance photographs at Keele University was trawled for the game – and the targets are in the original positions.

If you want a flight sim that offers more than most in game mechanics and atmosphere, look no further than *Overlord*. It lets you engage your imagination, intelligence and ability in a way that's utterly absorbing.

Overlord

Publisher:	Virgin 0181 960 2255
Price:	£30
Versions:	All Amigas
System requirements:	1Mb, hard drive installable
Release date:	Out now


SOARING: An immaculately aggressive experience. Strong on atmosphere, realism and historical accuracy.


BORING: You can take off straight away, but to get the best out of the views and options takes longer than a long time.

Overall rating 85%

AMIGA FORMAT GOLD

It's one of the most eagerly-awaited games of the year, and now Binary Asylum's *Zeewolf* is here. Steve McGill plugs in his mouse, bids his loved ones farewell and takes to the skies.

Zeewolf





To recap on mission objectives, keep an eye on armaments, and look at the mission map in full, access this screen.



Once you've shot everything in this mission, you can escort the Pelican helicopter to clean up. Just like the Iranian hostage crisis or a supermarket car park on a Saturday, it's normally best to prepare a path free of enemies for the escort vehicles. Otherwise they get shot, just like at the supermarket.

The intelligent man's *Desert Strike*; the fighting man's *Gunship 2000*; the sentimental man's *Virus*; the intuitive man's *Conqueror*.

The list goes on. *Zeewolf* is the most talked about and most played game we've ever seen in the Amiga division of Future Publishing.

To help understand the impact, excitement and buzz surrounding the game, you've first got to look at its history and the philosophy behind it.



Cue the rousing strains of Wagner's *Ride Of The Valkyrie* and then ride baby ride, 'cos you're going on one big-time turkey shoot.

Wheat and turnips

The game plays on an undulating patchwork terrain which enhances the feeling that you're flying over a theatre of war taking place among wheat, turnip and corn fields. This patchwork quilt effect was first revealed to the fledgling 16-bit market with a game called *Virus*.

Virus put you in control of a spaceship which could hover, flip and turn in 360 degrees of longitude and latitude – probably the ultimate controllable combat craft. In order to harness this incredible flexibility, the control system relied on the mouse – no joystick. The main drawback was the precision required of the gamer. Unless you practised for hours on end, it was no use. Inevitably, you ended up flipping on to your back and crashing into the ground – dead. Those who did spend hours practising, of course, will point out that it was one of the most intuitive control systems around. And for them, it was.

That's why top marks go to Binary Asylum for *Zeewolf*. The chopper can't be flipped on its back and crashing into the ground doesn't waste a life. This lets you concentrate on actually playing the game rather than struggling with the controls. Which is a good thing, because it's one almighty hovering, rotational collective of an experience.

FUEL PROOF

At some stage during a mission, you're going to have to refuel and rearm. You do this by finding a Camel resupply vehicle – mostly found on Frigates. Land next to it on the flight deck and you're treated to a rearming screen where you can replenish yourself from a finite stock.









RESCUE MISSION

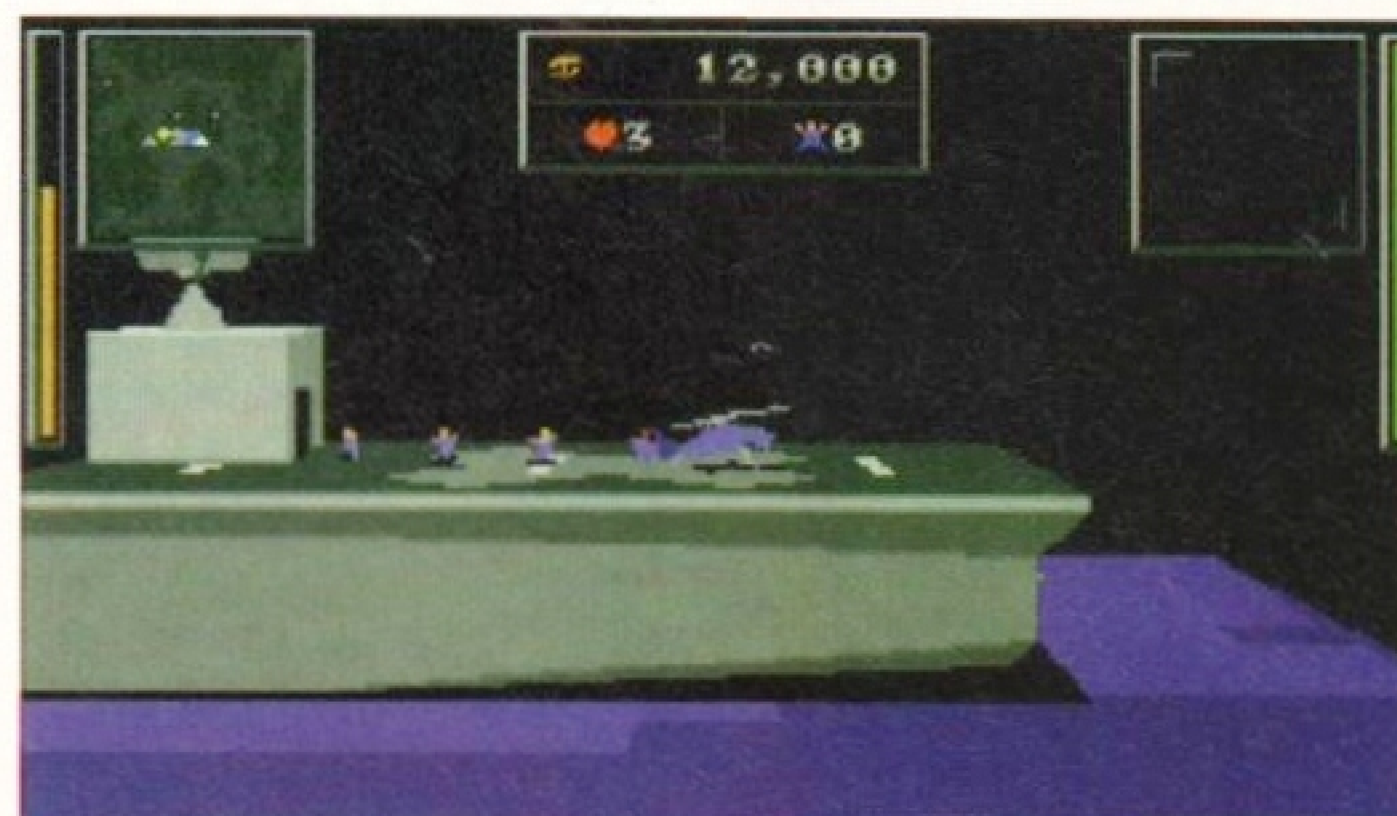
To rescue hostages, shoot the building they're being held in. You then land and the little blokes come scuttling towards you. Make sure there are no enemy vehicles near or you may have to take off again to deal with them. This endangers the hostages.







Die! Die! Die! you (insert expletive of your own choice) scum. Once you've learnt how to fly your helicopter you can get down to the serious business of shooting things.



Rescuing hostages is vital to many missions because it lets you regain lost armour. If you lose too many hostages you can't complete a mission.

Zeewolf's theatre of war takes place over 32 missions, each progressively more difficult than the last. The first four sorties help train potential pilots in the control system as well as familiarise them with some of the forthcoming missions such as escort duty, hostage rescue, seek and destroy and airlifts (taking various ground assault vehicles to heavily-defended areas to help even the odds for the Zeewolf).

Bangs and crashes

To give you an edge in these missions there are three types of weapon – cannons, rockets and air-to-air missiles. Intelligent use of these arms pays dividends but a mindless spree of blasting brings no reward other than the limited satisfaction of unloading large amounts of firepower and enjoying the accompanying bangs and crashes.

For example, if you line up the chopper properly, you can take out tricky targets before they manage to shoot back. But this requires practice, skill and a cool head. Something you're not always likely to keep when under fire with extreme prejudice.

In play, the *Zeewolf* handles faultlessly. Although it's an over-used platitude these days, the control system is intuitive. You can opt to use a joystick, but then you're limited to a turning circle sliced into the eight directions that a 'stick can handle. With the mouse, you can learn to turn in small increments at a time, which is incredibly handy when manouevring around the gun turrets of the enemy while spitting out death in the shape of high velocity cannon or rocket fire.

There's nothing more satisfying than taking out a battery of surface-to-air missile sites without taking a hit yourself. In fact, this is the first game I've played since joining *Amiga Format* that had me shouting for joy and cursing with rage oblivious to the tut tuts of the technical people and the derisive laughter of everyone else.

You see, *Zeewolf* draws you in to its hypnotically spooky, violently surreal world. You get emotionally involved and that brings things down to a personal level – compelling, obsessive, all-consuming and dream-invading. Oh, and just in case you missed it, it's addictive as well.

No sleep till bedtime

Zeewolf's graphics are not going to make you sit back and gawp in wonder, but in terms of gameplay it's excellent. *Zeewolf* is a return to the old days where gameplay counted most and sleep didn't count at all. Don't miss out on *Zeewolf*, it's the natural successor to *Virus* and *Conqueror* and that's not only a good thing, it's a great thing.

■ *Zeewolf* is a compelling, obsessive, all-consuming and dream-invading experience.

Zeewolf

Publisher:	Binary Asylum 01225 428494
Price:	£25.99
Versions:	All Amigas
System requirements:	1Mb
Release date:	Out now



HITS: The scenario, the gameplay, the believability and the increasing difficulty levels are just about perfect.



MISSES: You only regain armour by freeing hostages. If there aren't any – tough. Enemy units appear as red dots even when destroyed.

Overall rating 90%

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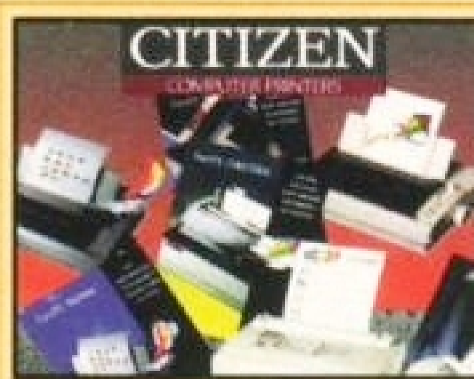


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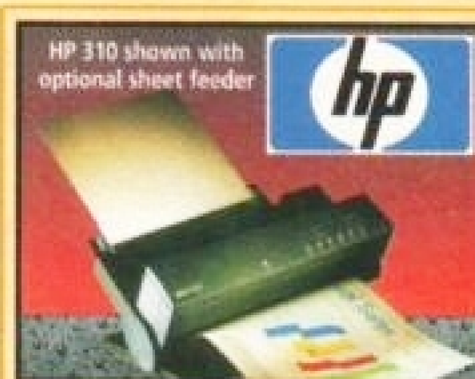
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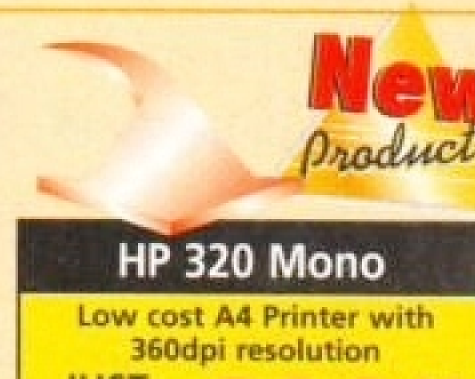
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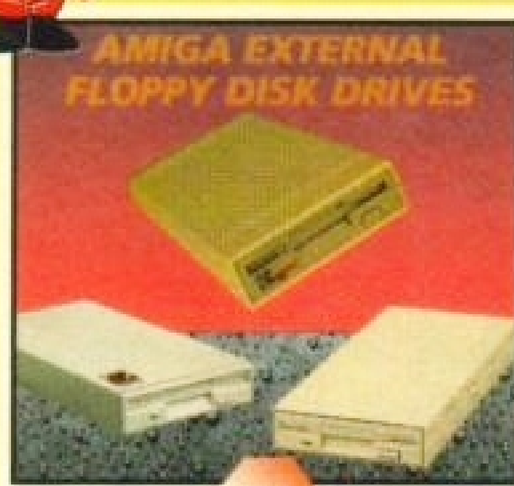
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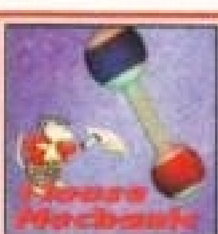
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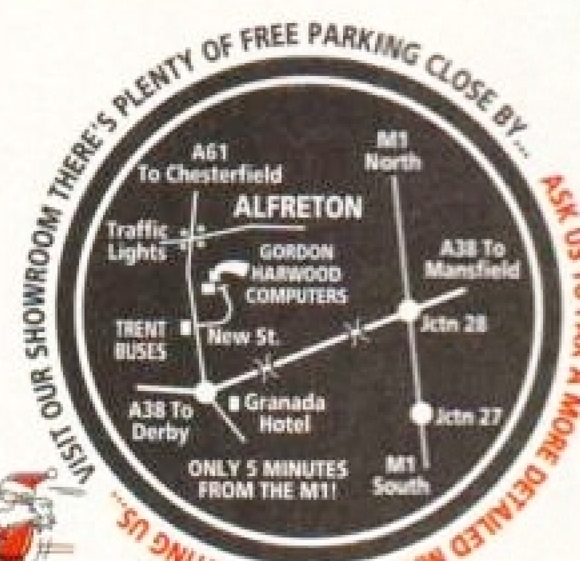
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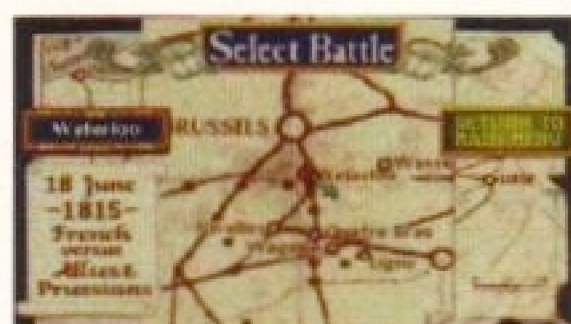
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Steve McGill positions his artillery, orders his troops, inspects his cavalry, retires to a safe distance on a nearby hilltop and yells Chaaarge!

Fields of Glory



All the major Napoleonic battles and the two fictional ones are selected from here.

By God sir, I've lost my leg! – By God sir, so you have! So ran the conversation between The Marquess of Anglesey and Wellington at Waterloo after the Marquess lost the aforementioned appendage.

And, amazingly enough, after having discovered some bugs which made the game unplayable that's how the conversation between Steve Bradley and myself ran: By God sir, I've lost my sense of humour. By God sir, so you have!

Hopefully, Microprose can fix the bugs before too many people buy *Fields Of Glory* because it's got a lot of potential and a great programming pedigree backing it.



The Battle Of Waterloo as it looked yesterday. Probably.



Sadly, you can put your artillery in the middle of a river. Maybe it's what they mean by water cannon.

It's set in the Napoleonic Wars and covers the major battles, including Waterloo. There are also a couple of fictional battles to help initiate beginners in game mechanics and tactics. You play either side in the conflicts but your opponent is always the Amiga due to the real-time aspect of play. The artificial intelligence routines are set for five difficulty levels – Conscript being the easiest and Guard the most fiendish.

Jim Bambra wrote the original game on the PC and helped convert the Amiga version with WJS Design in Leeds. Tabletop wargamers will know the name – Jim wrote most of the Avalon Hill and SPI hex-based games.

Even the most ardent tabletop gamer has to bow to the superiority of computer-based wargame systems. The look-up tables, moves, line of sight and casualties are all taken care of for you so that you can concentrate on strategy and tactics, which is why the Napoleonic Wars are ideal for the computer to calculate. Soldiers wore brightly-coloured uniforms so they could see each other easily and marched at each other in lines and columns due to the inaccuracy of their guns. This meant that a line or column firing in tandem created a blanket of fire which mowed down opposing forces.

These tactics, plus artillery fire and cavalry charge strategies, are well implemented but bugs tarnish *Fields Of Glory*'s playability. The worst of these is that you can run over rivers and up hills without disadvantage. If you wanted to, you could set up artillery in the middle of a river. An unbelievable mistake which diminishes the whole game.

Wargamers won't play this game because of this bug. It makes a mockery of everything that wargames are meant to simulate. It's surprising that Microprose let this error slip, especially considering the polish of their *UFO: Enemy Unknown*.

Fields of Glory

Publisher:	Microprose 01454-326532
Price:	A600 £29.99, A1200 £34.99
Versions:	A600, A1200 AGA
System requirements:	Needs 1Mb, hard drive installable
Release date:	Out now



VICTORS: Lots of detail. Zoom modes let you home in on individual battles. Good background and interesting manual.



LOSERS: Bugs make a mockery of tactics. Some enemy commanders can't be killed. No animated horses to pull the artillery.

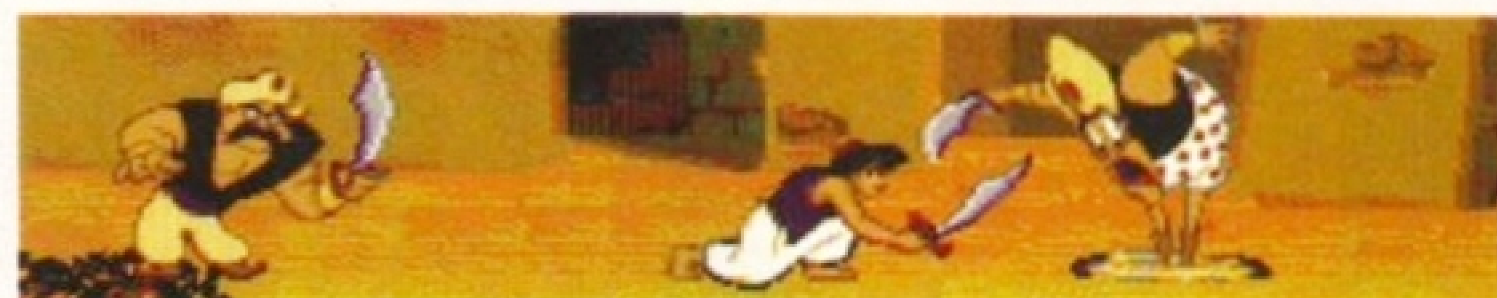
Overall rating 44%

AMIGA FORMAT GOLD

Steve Bradley gives his magic lamp a jolly good rub and finds that all his wishes have come true. But will his genie prove to be as useful as Aladdin's?



Aladdin



One jab reveals the poor chap's boxers, another reveals… er, kills him.



I can't get to my desk. If it's not the production bloke, it's the chap with the crayon, or our beloved editor suggesting I might, "go away and do something while I play *Aladdin*".

They've got their hands on my joystick. MY JOYSTICK. And they're playing *Aladdin*, not because it's probably the prettiest Amiga game ever, nor because the gameplay is compulsive. I'm not sure why they're playing it, or what makes it quite so compelling. Perhaps it's something to do with seeing Disney characters that makes one instantly regress to a starstruck nine year old. We all know the cartoons, we've just never had the chance to BE Aladdin or Mowgli, and boy, it feels great. Well it would if I could get a game.

It's always a worry, awaiting a cartridge conversion. 'It won't be as good as the Mega Drive or Nintendo version. Won't look the same either'. Yes, we always think the worst, so it's great to be able to relay good news. *Aladdin* looks and plays pretty much the same as the Mega Drive version and, hang on a sec, I just want to finish this level. I just need to kill a fat bloke and collect a few more precious apples and an extra life. Damn, he got me again. Anyway, as I was saying, this game is fab. Now hop off and play with your *Pixel 3D* Coverdisk while I have another game.

That last remark was somewhat unnecessary. Apologies. You start in the local market place with a sword, some apples and a stupendous pair of silk pantaloons. In your way are numerous folk with swords, sticks and knives to eliminate, piles of hot coals to negotiate, ropes to climb, bowl-throwing women to avoid and some tricky ledges to bound across.

The pink skeletons suddenly arise and shower you with bones. A slash in the ribs sorts them out.



Funny bits

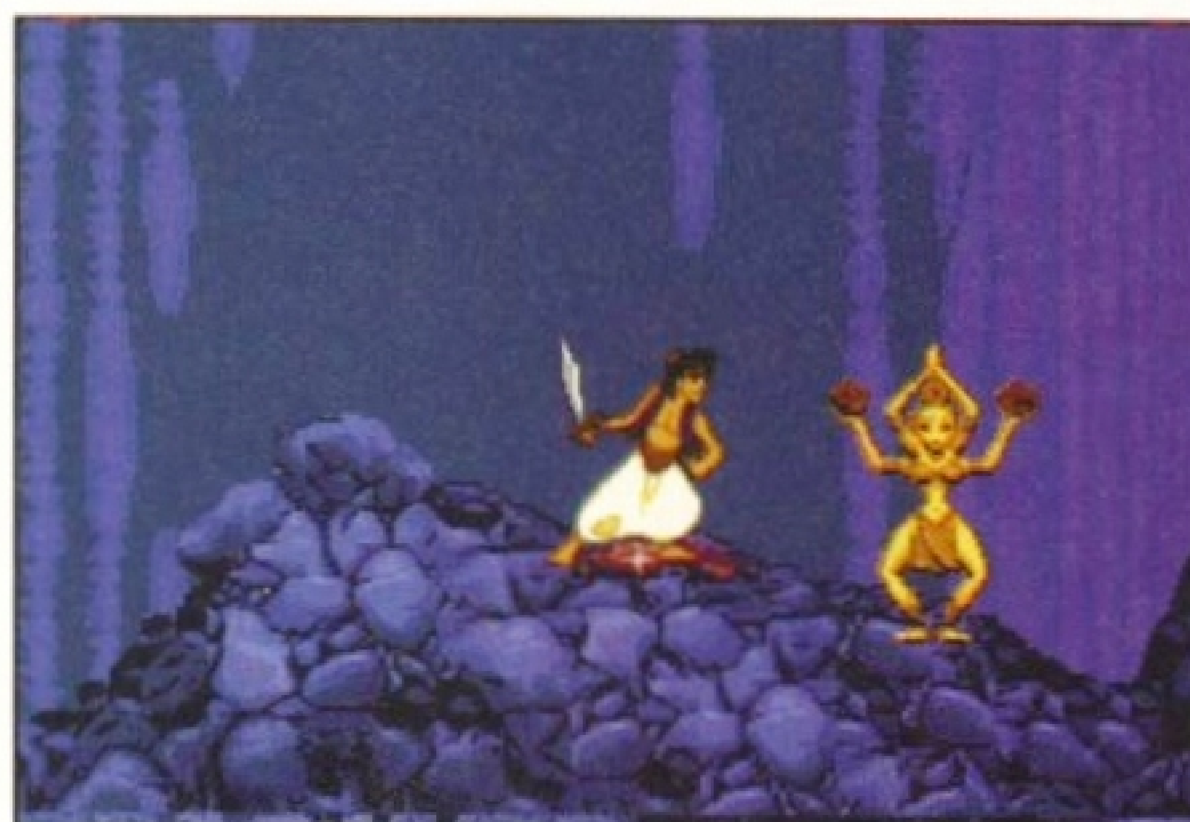
And yes, it sounds like very average platform fare but it exudes such visual charm that you cannot help but enjoy it. In fact, *Aladdin* is actually amusing – a remarkable commodity in a computer game. The way when you jump on a camel's hump, its eyes bulge and it spits at the enemy; the way you can swipe at a tubby bloke, catch him slightly and watch him shriek as his pants fall down revealing a choice pair of boxer shorts; the way the Bluto lookalikes bellow, "come on". I've played the first level about 20 times – I'm still enjoying it, and



To save me explaining the intricacies, the intro screen thankfully offers helpful advice.



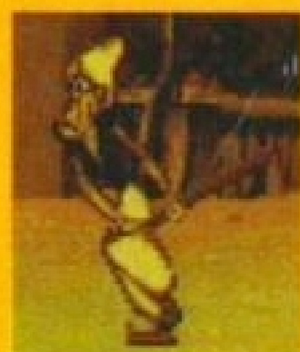

His eyes bulge like saucers and he spits like daddio. What a dromedary. Or is it a camel?


It might look quite friendly and relatively harmless, but turn your back on this gold creature and you're a gonner.

ENEMIES


Beware of Orange Pants, for he is a demon chucker of the pointy things.


A short dig towards Tubby's midriff reveals a fine pair of boxer shorts.


The slim gentleman with a stick offers little resistance when faced with a sword.


"Come on, come on," bellows the Bluto lookalike, enticing you into battle.


Boo, hiss (wrote your correspondent rather too obviously), it's a snake.



Mites go up and tites come down. The Cave level is incredibly tricky to negotiate.



there aren't too many other games I could say that about.

Criticisms. It's actually reasonably easy to plough through the levels, although, admittedly, I cheated somewhat by first attempting the game on the Practice level. I could've started on the Normal or Difficult options. So that's not really a criticism. The levels are somewhat linear – you find yourself fighting the same foe time after time. Fortunately, I found myself caring not one jot. And *Aladdin* is blessed with neat touches. Witness the way you can slither down a palm tree before leaping skyward once more to gain your balance before moving on. The magic flying ropes which shoot you to seemingly inaccessible ledges. They're great. The erm, oh there's loads of them anyway. Far too many to document.

It has been suggested that *Aladdin* will appeal to younger games players rather than hardened veterans and it's easy to see why, but its charm is such that it will allure many more. As you progress through market, on to desert, past dungeon and cave, the challenge becomes tougher yet never frustratingly so.

Aladdin truly is a lovely game.

■ ***Aladdin* is actually amusing – a remarkable commodity in a computer game.**

Aladdin

Publisher:	Virgin 0181 960 2255
Price:	£29.99
Versions:	AGA only
System requirements:	AGA machines
Release date:	Out now


GENIES: It's just like being a real baggy-trousered sword-wielding little man in a cartoon, in Khartoum. Or somewhere.


DEMONS: Somewhat linear in places and genre champions out there may find the game a little too easy.

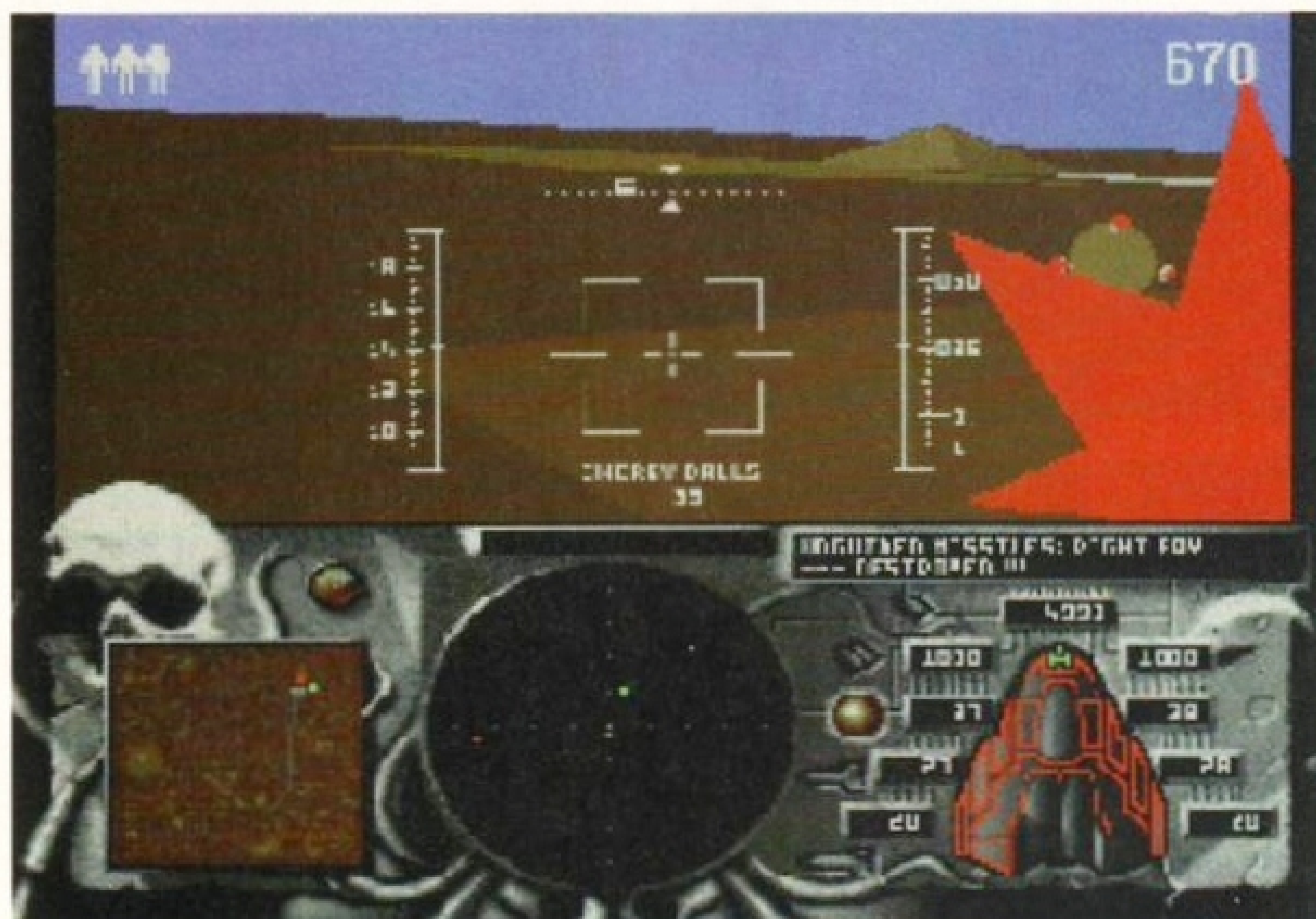
Overall rating 90%





It's tough at the top, and Steve McGill even finds *Embryo* hard going in the middle and bottom bits. Steve Bradley travels the galaxy with *Starlord*.

Embryo


The damage indicator on the left of the screen quickly reaches critical no matter how well you fly. Even when the game was demonstrated, the PR guy couldn't avoid being killed quickly.

STARLORD

Microprose 01454 326532 ■ £29.99 ■ Out now



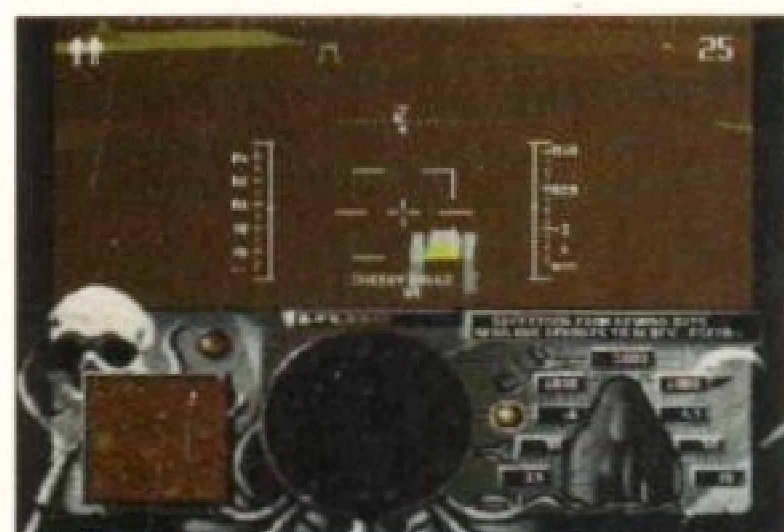
In a message of positively Harry Secombe-ian proportions, the game's box asseverates that: 'you are a Starlord'. And, indeed, if you choose to purchase the software, then you will be. *Starlord* is a space-based strategy game with the odd morsel of joystick-waggling 3D arcade affray. It's also a poor game both in design and application and the mixed control method of mouse, joystick and keyboard is fiddly. The idea is to charge about the galaxy, forging alliances with certain spacefolk while slapping rivals with a firm backhand. Uninspiring fare, though genre fans may glean some satisfaction.

Overall rating	52%

Can you imagine a 3D shoot-em-up which resembles a flight sim, runs silkily smooth and offers you several options that aren't even considered in other games? Imagine also that it's shrouded in a dumb plot which has nothing to do with the mechanics or playability of the game.

But that's enough of the imagining. *Embryo* fills the above criteria with flying colours. Your aim is to fly to a designated mission area, shoot everything you find there and er, that's it.

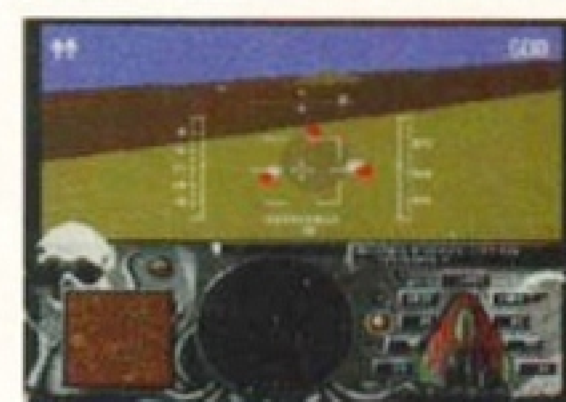
To make the task easier, you can choose to fly by keyboard, mouse, joystick or analogue joystick control. If things get too difficult, you can also link up with another pilot through the serial port – a welcome idea.


The walkers are relatively easy to kill. If only the difficulty level wasn't so high, this would be a killer of a game despite the poor graphics.

Weapons are plentiful too – cannon, centre and side machine guns, energy balls, unguided and guided missiles.

Explosions are meaty and meaningful. Direct hits shake the whole screen. Everything is violence and mayhem. And the only thing that stops this game from scoring high marks is the difficulty level. It takes far too many hits to render the rotating gun turrets and other weapon systems inoperative and when you're trying to take out weapons, others bombard you mercilessly. Normally I would assume my gameplaying was at fault. But even Kompart's game tester was forever being killed.

I'd like to recommend *Embryo*, I really would. If it was a little bit easier it would be a great game. But it's far too difficult and that for me makes it totally unplayable.


The only hope of destroying the weapons turrets lies in out rotating them. Very hard.

Embryo

Publisher:	Black Legend 01438 840004
Price:	£25.99
Versions:	All Amigas
System requirements:	1Mb
Release date:	Out now


GOODIES: The smoothness of the scrolling, different methods of control, serial link option and sound FX.


BADDIES: The difficulty of killing the rotating gun towers. Graphics look like Amiga games of old and you die far too quickly.

Overall rating	69%

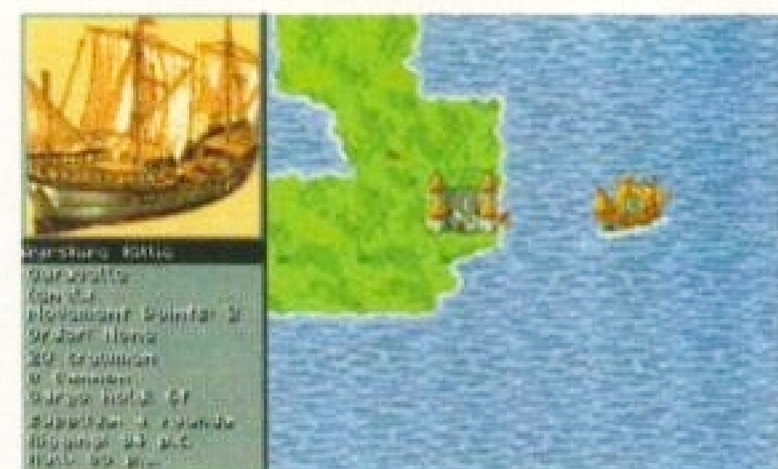


Steve McGill packs his toothbrush and his sou'wester and takes to the high seas to sail to new worlds and trade in exotic spices and rare gems.



Voyages of Discovery

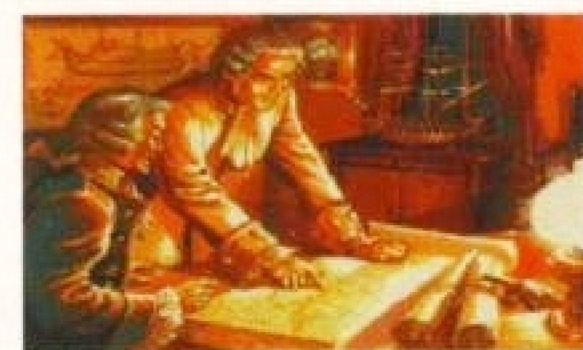




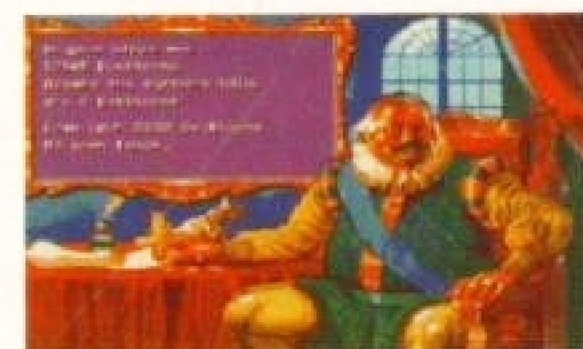
You start from one of four islands and set out to discover, conquer and convert. Like all good Christians should.



In order to sail, you need to recruit a crew. The pub's the best bet.



Buying, sailing, repairing and arming the ships takes place here.



This is the 16th century equivalent of the listening bank.



'Avast me hearties,' said Captain Alex Totten, 'there's only one team in Ayrshire.'

Way back in April 1990 *AF* gave *Pirates* from Microprose the once over. It earned 74 per cent which is a fair enough mark, but belied the playability, enjoyment and hours of fun that could be derived from playing the game.

It had historical background, geographical accuracy of a sort, combat, tactics and strategy. Any one segment looked at individually couldn't cut it in the unforgiving world of good games. But viewed as a whole, the game had its own internal dynamics and intricacies.

Against it was the fact that the world you sailed around in was finite and constant. You ended up knowing it like the back of your hand. The combat sequences were simplistic and not very believable. You couldn't play against anyone else and there wasn't much variety.

Voyages Of Discovery changes all that. It caters for up to four players and you must start with two, one of which can be Amiga-controlled. Each player starts off in a port on an island surrounded by uncharted sea. Your job is to change all that by christening and provisioning a ship, recruiting a crew and sailing into the unknown. While you do this, the opposition captains are doing the same.

Moves are executed in turns, with each ship having a certain amount of moves per turn. If you're playing against human opponents, you have to leave the Amiga until they complete their turns.

Initially, finding land with native settlements is paramount. Expeditions can then be formed and the natives either conquered or negotiated with. As soon as that's done, it becomes a settlement upon which you can build or cultivate useful utilities and crops such as sugar and tobacco plantations, silver and gold mines, churches and ports.

Ship ahoy!

Doing this takes up a lot of time though. And when you've got sizeable, profitable settlements up and running, you'll attract the attention of pirates, not to mention your opponents. That's when recruiting armies to protect your ships and settlements comes into play. There's nothing more heartbreaking than losing a hard-earned settlement to one of your opponents, but there's nothing more satisfying than stealing an opponent's settlements.

This game would be perfect for a play by mail system where players could send saved game disks to each other. On the down side, some of the game mechanics are much too fiddly. For example, loading and unloading your ships at settlements that don't have a port is a particularly tiresome and tedious experience.

On the plus side, the game improves on the believability and hookability of *Pirates* and anyone who's interested in trading strategy games should take a very close look at *Voyages Of Discovery*. There's hours and hours of gameplay to be had here.

Voyage to Discovery

Publisher:	Black Legend 01438 840004
Price:	To be announced
Versions:	A600, A1200 AGA
System requirements:	1 Mb, hard drive installable
Release date:	December



TREASURES: Each new game is in a different world. Knowing your opponent is out there but not knowing where is intriguing.



WRECKS: Some tedious game mechanics hinder the player. Limited sound FX. No serial link to play in real time.

Overall rating 80%

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If at first you don't succeed, you can always cheat. Steve Bradley rounds up this month's hints and tips.

Game Busters

If you have a hint, tip or cheat you want to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. And to save our typist's aching fingers, why not send them on disk?

CLOCKWISER

Reviewed *AF61* 81%
Kompart
(01438 840004)

£25 Winner!

Lee Brown wins a £25 *AF* Mail Order voucher for sending in the first 30 level codes of *Clockwiser*.

1. NO CODE, 2. QWERTYVI,
3. HOTSSSSS, 4. MONINANU,
5. KREZUWEE, 6. STALIOPA,
7. ZWEETSOK, 8. LAARSMIO,
9. PORFEDIE, 10. DERFGENO,
11. IELBEDIE, 12. BRABEKIL,
13. PLUISJES, 14. ATSEWENT,
15. CHACHOLI, 16. PIROWARF,
17. JILSAPOI, 18. DRILBILL,
19. FLOSEPIL, 20. BLUBSALF,
21. MEGABYTE, 22. YABADABA,
23. KRAKAMIK, 24. KIKASTIK,
25. OKIDOKIH, 26. HATSEKIE,
27. OSSEFROS, 28. GRATGOPL,
29. HUIPERTU, 30. OLKEPOLK

Lee Brown, Barnsley, S Yorkshire



If you enjoy a knight in with a good adventure game, look no further than the *AF* Gold-rated *The Settlers*, a tale of simple medieval folk doing simple medieval things.

THE SETTLERS

Reviewed *AF54* 94%
Kompart (01438 840004)

If you type **Passive** on the password screen, you can go to any level. When starting off, build Knight Huts as close to the boundaries as possible so you can expand your land. Whenever you erect a building such as a warehouse or a farm, always build a Knight Hut close by so it is a lot harder to take over your building. Always find an area with a high amount of gold to start building on. This is crucial because the more gold there is the better the Knights defend their land.

If you make a path parallel with the enemy's path they put goods in your warehouses, but they still fight against you in battle. If you have access to water put boats on it and get someone to fish, because this is a good way to get food.

Anon, Prestatyn, Clwyd, Wales

PUTTY SQUAD

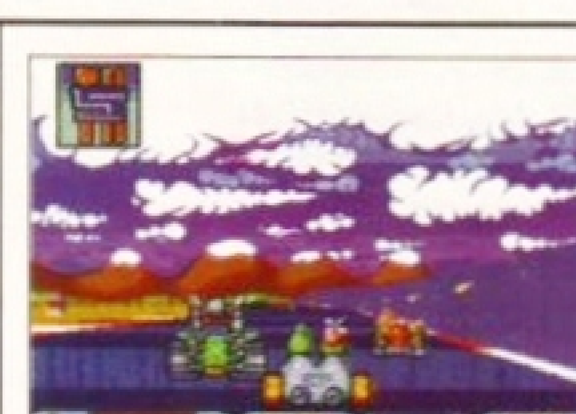
Reviewed *AF63* 90%
System 3 (0181 864 8212)

If your patience is being stretched by the blue Putty blob, here are the level codes for this *Amiga Format* Gold-rated platform romp:

CAPRI, BURGER, GAIA, ORGAN, PREY, DREAMER, CHRIS, BAZGIBB, ARABIA, JET, MELON, RHUBARB, GONDOLA, ARIES, CHERRY, FODDER, NICKEL, SENNA.

A Rieder, Reading

Continued overleaf ➡



Become a driving force by giving yourself pots of money in the wacky racing game *Bump 'n' Burn*.

BUMP 'N' BURN

Reviewed *AF62* 79%
Grandslam (0181 680 7044)

Want loadsa cash? Instead of selecting **Start Game**, select **Exit** and when the burning flag thingy appears, type: **ZXR75OR** The screen flashes to indicate the cheat has been activated. You can also type **Housey** for some music.

John Oates, Clayton, Manchester

HELPING HAND

Can't get past the baddies to collect the goodies? Don't know which way to turn? Help is at hand from Steve Bradley.

MONKEY BRAINS



***Monkey Island* is a rum do if you don't know what to do in grog drinking contests.**

We've been stuck on *Monkey Island 2* for three weeks – we can't get off Phatt Island. Does the pump at the top of the waterfall do anything? Please help before our brains melt.

Magic Mike, Fearless Phil and erm, H, Barry, South Glamorgan

Using the monkey on the pump stops the water flowing, and reveals a secret about the waterfall. Walk to the bottom and enter the new gaping hole and keep going until you reach a beach. Go to the cottage at the top of the screen and open the window on the left, then walk through the door.

Captain Rum is inside – chat with him – he'll challenge you to a fight before backing down, instead opting for a grog drinking contest. He provides the grog and you should chuck it at the nearest tree and replace it with some near-grog. When the Captain comes back, drink the near-grog and wait for him to pass out.

Put the mirror in the frame then go outside and use the telescope on the grotesque statue. A ray of light bounces off the mirror and focuses on a brick in the wall – remember which brick it is. Pick up the telescope, go inside, pick up the mirror and push the selected brick. You should now fall into the cellar where you'll find a skeleton with the third piece of the map. Pick it up, go left through the hole and head back to the main island. Got that?

SENSIBLE ATTITUDE



At the end of the day, it's a game of two halves and 22 little blokes.

I'd like to know if there is any way of beating the teams in *Sensible Soccer*, and which are the best teams?

Daniel Riley, Lancashire

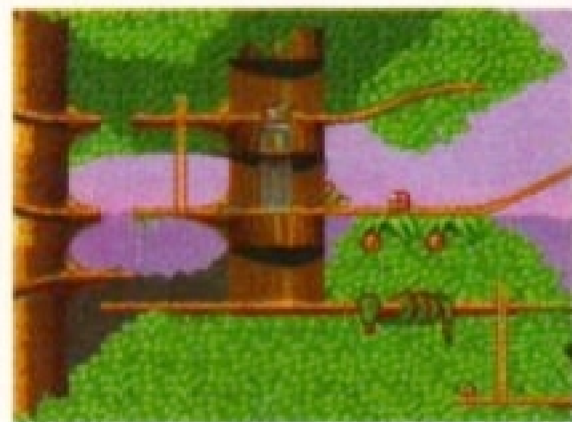
Yes there is. And the teams are seeded depending on which version you've got.

Liverpool used to be good. The most famous club teams

Continued overleaf ➡

BENEFACTOR
Reviewed *AF62* 68%
Psygnosis (0151 709 5755)
Here are some level codes:
11. 6MB3PMCJQN
12. 1PQHLWN23T
13. 1NQDJQTGMT
14. 1NQ2RRPDQQ
15. 6FB3PFCJQG
16. MKQPDNNM1K
17. MMQPGPQPGP
18. MRCNJLJ5QS
19. M33QPMJRQN
20. MNQ5JVJNC4
21. 2X12CHBFD3
22. MBQ5RJPTQ3
23. 2NQH4QSJQS
24. M4QPHRRQ3S
25. MQQ5P34SNG
26. 24QLTVN3QS
27. MMQPSP4NQN
28. MV1MFF2QJJ
29. MNQPKQ5T45
30. 5NB2MNF3QR
31. 2JQLVQLGQL
32.1GQGGMK11G
33. QQFCFCFCFC
34. 32QKLGVPQL
35. 3MQJMN5NQR
36. GVDJCGC3BF
37. 3LQJDMRK2N
38. 3FQJJGXQQN
39. QNFCMPJGQT
40. 3MQ4KS4M3Q
41. QMFC34JGMS
42. 3MQJ4NSLQP
43. 1MQCR4PBQN
44. 3NQJG45NKS
45. QVNGNLNGNL
46. 6JLNS4JLQM
47. 1PQFT5NCQR
48. M524DGCMB2
49. MS2422DNDD
50. 2CQJNHTMQK

S Necek,
Leabrooks, Derbyshire



Loadsa lovely level codes for the platform puzzler *Benefactor*.



The *K240* ship on the right is yours and the one on the left is the ore transporter which appears above the asteroid with the most ore. To maximise profits, make sure you build a central ore depot.

← K240
Reviewed *AF59* 84%
Gremlin (01742 753423)
The first stage is to establish your base, allocate all your money to construction, build a command centre, construction yard, gravity nullifier and sort out the resource stuff such as power and water.

You also need a weapons factory, a landing pad, four mines, four deep bore mines and a protected storage tower to put the ore in. If you want some other stuff just build it. The military buildings can wait until you have more money. Warning: do not put the resource producing buildings together because a direct missile strike would cripple the asteroid.

Once your asteroid complex has been built and the ore is coming in, it is time to explore. Build three scouts with no weapons – due to their low armour, if they come under attack they die anyway. Set them out exploring and after you have found a few asteroids call up Sci-Tek.

It is worth buying the two second generation blueprints and, if you have the money, the construction droids are also worth getting to speed up ship production. When the scouts return send them out to survey the newly-discovered asteroids – you need to know the best one for when you start expanding.

If you are playing on the easy levels then the empire should send you reinforcements, otherwise you have to build your own. Organise your forces into offensive and defensive fleets. Try using five assault fighters with Plasma or Photon Cannons in each fleet for each asteroid, and one attack fleet with three or four combat eagles with a Photon Cannon and a Chaos Bomb plus some heavier ships after building an orbital space dock.

By now the Imperial Ore transporter will have arrived. Check out the mining report and sell all the ore in stock. Aim to keep one or two units for yourself depending on demand. Start to build up military installations on your asteroid. By now it is worth stockpiling missiles for the first enemy encounter. Once an enemy asteroid has been spotted dispatch a satellite to have a look.

Here's a hint: on the asteroid field screen, define all your asteroids as F1, F2 and so on. Define the enemy's asteroids as F10, F9 etc. This allows you to switch between them a lot quicker. If you are on the main asteroid screen and you press an enemy function key you get a view of that asteroid for a couple of seconds even if you haven't got a spy satellite and even if you don't know where it is. This allows you to estimate the state of the enemy.

KLINGONS ON THE STARBOARD BOW...
Now save the game. It is important to discern how the enemy reacts to your attacks. Try both missile and spaceship attacks and note the response. The defensive responses are usually the same. If you can destroy the enemy asteroid easily then go for it, but try not to attack more than one at a time because it splits your resources and you run out of money.

Feel free to reload the game if things go wrong. If you cannot destroy the enemy asteroid and the enemy take a passive stance then reload and expand your colony. If you find a colony in the process of being built with an alien transporter there, then send a defensive fleet to destroy it followed by a missile strike to wipe

➡ *are quite tasty – Barcelona, AC Milan and the like. Holland prove a darned stern test in the International teams too. "Practice, Daniel son," as the bloke in* The Karate Kid *once said.*

PASS THE PORT, PLEASE
I'm stuck on *Operation Stealth* – I've made my passport and got past the cards and I've been in the hotel, bank and park but can get no further. Help.

Lewis McKenzie, Somewheresville

When your contact appears by the bench in the park, collect the card and key and return to the bank. Use the card on the bank clerk, go down the stairs and use the key in the bottom right-hand safe. Take the box and the envelope, whereupon you should be captured and taken to the cave. Unlucky. Now get out of that.

AND FOR DESERT...


Power up your *Desert Strike* copter with our gun-totin' tips.

I'm after some cheats for *Desert Strike* – infinite ammo and fuel would be nice.

Paul Goodship, Goole

Here are a few useful cheats, Paul. If you type in Hardcase, you should get infinite weapons. For both infinite weapons and infinite energy, type in BQQQAEZ. Go to the Map Screen and Exit to top up your weapons.

CREATURE COMFORTS
Is there a cheat for *Creatures* which can help me get past the first level?

Jessica Griffiths, Willington, Co Durham

Pause the game and type in: A fine kettle of fish. You can now use F1 to F9 to jump to any level. F10 skips through the levels and pressing C turns off the cheat mode.

YO! HELP
I've been playing *Yo! Joe!* for a number of months now and I would appreciate any hints or cheats. Anything, really.

RD Morgan, Highams Park, London

During the game type, Waltraumkakalaken – the screen should turn red and this gives you full weapons. You can then also use the following keys for cheats:) = extra life; / = delete life; Y = level skip.

SPOT OF BOTHER
I'm having trouble with *Cool Spot*. I can't seem to get past the first couple of levels – please help.

Dafydd Jones, Kingswood, Bristol



Concentrate on building up your *K240* mining operations, weapons factories and a landing pad, but don't crowd all the buildings together or they'll be a prime target for an enemy missile strike.

out the colony. If you destroy the transporter then the alien can't colonise any more asteroids until it builds another.

During this period you should have little money. Concentrate on building up your defensive fleets within reason and exploring for new asteroids. Unless you have a specific requirement ignore Sci-Tek. You can usually live without it.

Now put four or five spacecraft into a fleet with the transporter and go off and establish another colony. You can then use the fighter escort to defend the new colony. Each new asteroid colonised takes between 300,000 and 400,000 credits, pick the one with the greatest amount of ore away from the enemy. Set up all the basic buildings as you did before, but ignore the shipyard and build up the military installations.

HI-HO, HI-HO, IT'S OFF TO WORK WE GO!

When the ore comes in, it won't be much use unless you sell it. The Imperial Ore transporter appears above the asteroid with the most ore. To maximise profits pick a central depot for your ore (usually the first asteroid colonised) and build some more storage towers. Use the transporter to shift ore to it.

When it comes to selling your stocks, remember to keep some back for yourself. Keep expanding until you occupy three or four asteroids. If you have access to a supply of traxium or nexos then buy the blueprints for the seismic penetrator. These ores sell at a tremendous price.

When the money starts rolling in buy the anti-missile pod and the ore teleporter – these allow you to construct a proper network. If you can afford screen generators then set them up protecting all your asteroids, but remember to provide enough power to keep expanding to new asteroids and buy blueprints as required. You should eventually reach a crucial stage in the game where your asteroids are running out of ore and the enemy is becoming increasingly aggressive.

When a type of ore becomes exhausted then destroy the relevant mines – they merely consume power.

Choose an asteroid relatively near the enemy and collect enough ore to build an orbital space dock. Equip it with the best equipment and remember to include some shields. Buy the terminator and battleship blueprints and start to build up an attack fleet. Remember to include some ship-to-ship weapons to take out enemy fighters. Keep building up your missiles in preparation for the final conflict.

ATTACK! ATTACK!

Once you feel ready, save the game, and then prepare to attack the enemy. Target the secondary asteroids first because this minimises the attack response. Each attack should consist of a massive missile assault. Keep up the bombardment and dispatch an attack fleet. The alien asteroid should be destroyed.

Rest for a bit to build up your stocks of missiles then carry on to the next asteroid. You must be prepared for massive missile attacks as you target each asteroid, and even if you lose a colony it may be best to press on with the attacks. The game only requires you to destroy the enemy and does not take into account the state of your colonies. If all goes well you should wipe out the enemy and complete the level. Carry this on to finish the game.

DUNE 2

Reviewed *AF50* 90%
Virgin (0181 960 2255)

I have found a cheat for *Dune 2*. It only works using Ordos as your selected house. First build up your base as normal with defences, then send a few tanks into the enemy base to locate their construction yard and work out the general layout of their other installations.

The enemy will begin to attack your base, but the defences you built up earlier should be strong enough to cope with the intruders.

Send a deviator launcher between your base and the enemy base. When an enemy tank appears use the deviator to change it to an Ordos tank. Then select it and order it to attack the enemy construction yard. When you've done this select it again and select Attack but don't click on anything.

When the tank changes back to the enemy's side click on the construction yard again and the enemy tank fires on its own base until the construction yard is destroyed.

Repeat this process with other enemy units and it is possible to defeat the enemy using their own vehicles.

P Mountain, Doncaster



If you follow this detailed advice then you could be successful at *Dune* too.



If you're in a spot of bother, stay cool and check out our cheats.

Try these Dafydd. Pause the game and using the joystick create the word COOL – Left, Down, Right, Fire = C. Left, Down, Right, Up, Fire = O (Repeat) and Down, Right, Fire = L. Up, Down, Left, Right, Fire = Return. Upon entering the letters, Cool Spot should say OK.

Unpause the game and you should shoot straight to the bonus level. Completing the letters also activates the following keys: Press numbers 1-10 to jump levels 1-10. F10 takes you to the next level while F9 returns you to level 1.

EAGER BEAVERS

Although I enjoy *Beavers*, I still find it rather difficult. Have you got any cheats that could make life a little easier?

Ben Wilkinson, Mansfield, Nottinghamshire

While beavering (ahem) away, type in Biggigbig and the following keys will now be active:

Spacebar = fly mode; F1 = skip back a level; F2 = skip forward a level. When in fly mode, hold down the fly button and you'll travel at double speed.

MEALY MOUTHED



Type Plantain and before you know it you'll be in the West Indies.

Have you got any level codes to get to the different countries in the thoroughly excellent platform game, *Out To Lunch*?

Martin Traynor, Kilmarnock, Ayrshire

Feast your eyes on this little lot, Martin. Greece: Tztatziki. West Indies: Plantain. Mexico: Fajitas. China: Wonton. France: Choux.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down and send it to us and we'll do our best to print it.

Send it to: HELPING HAND, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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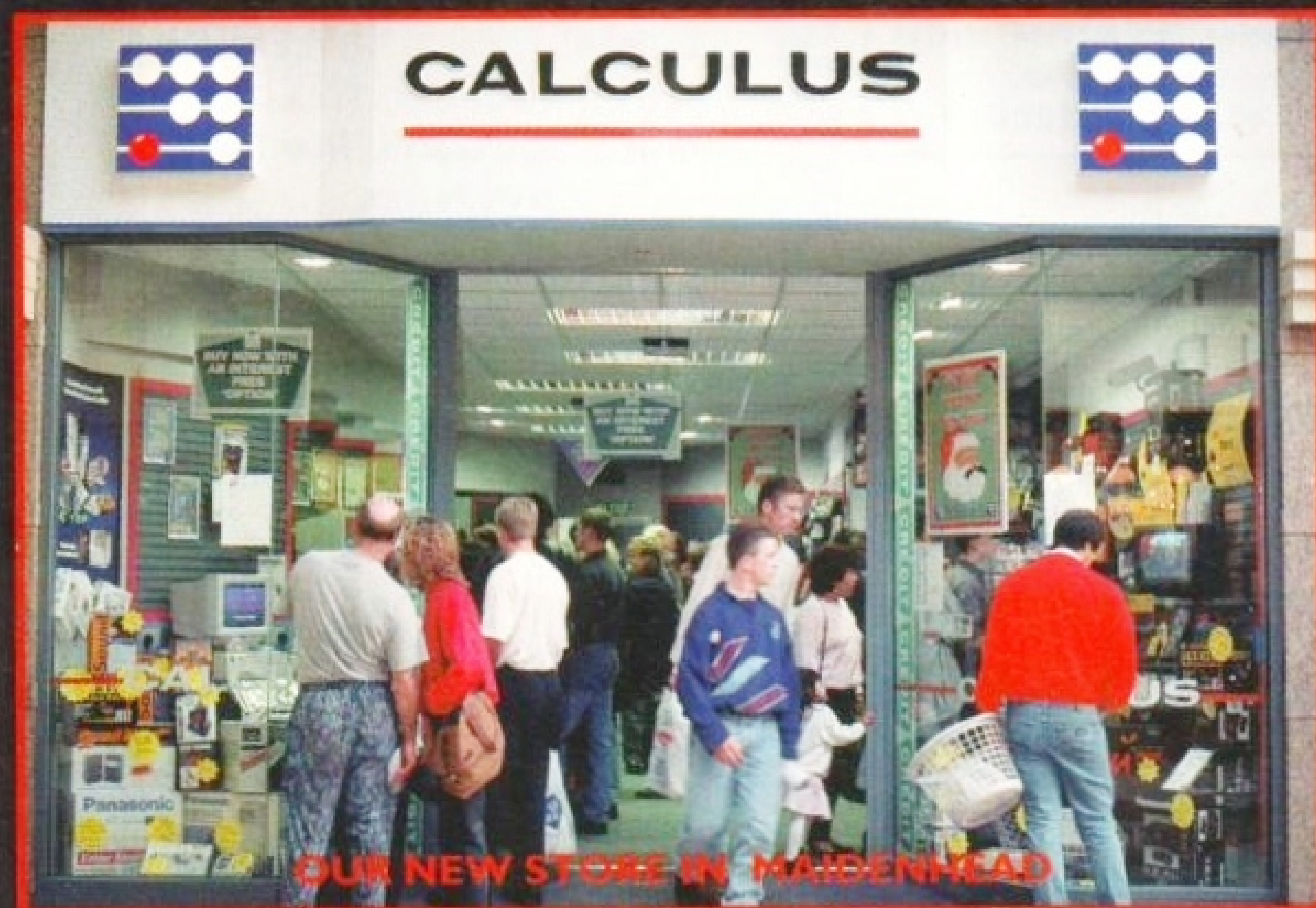
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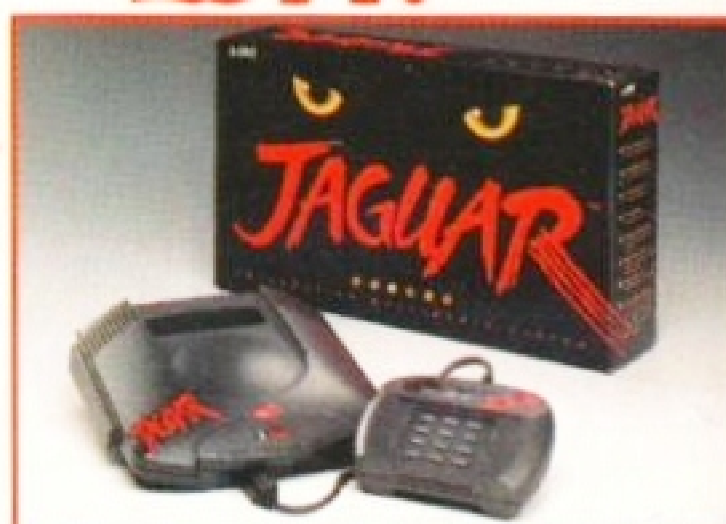
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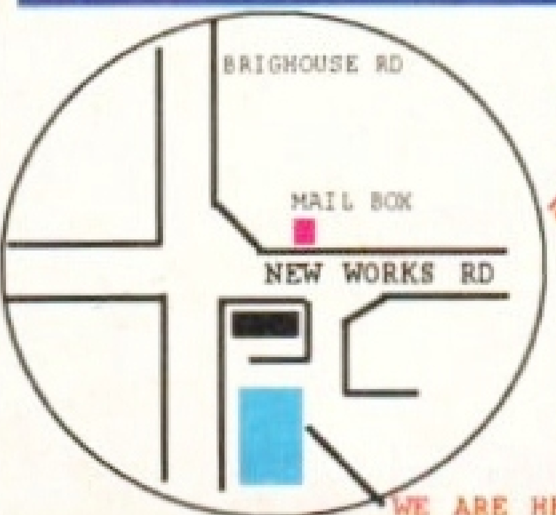
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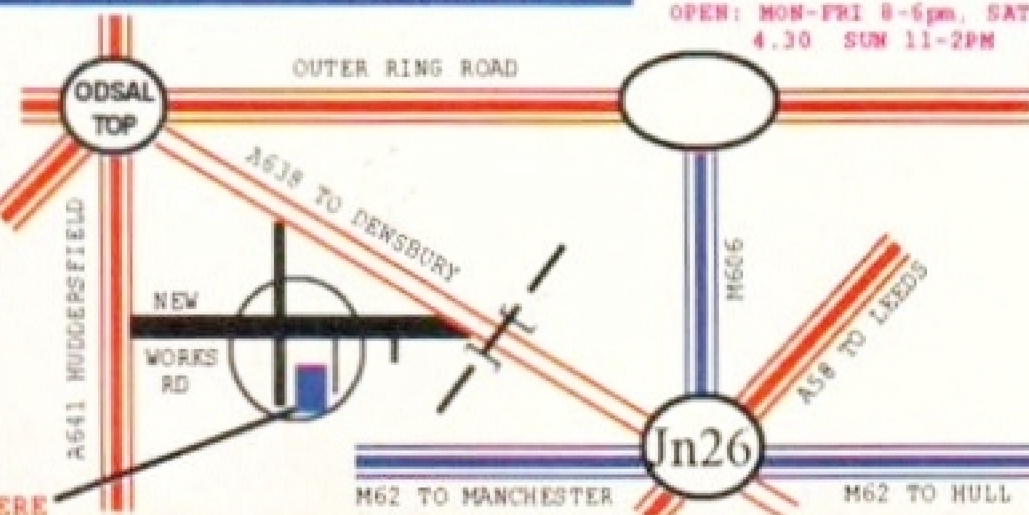
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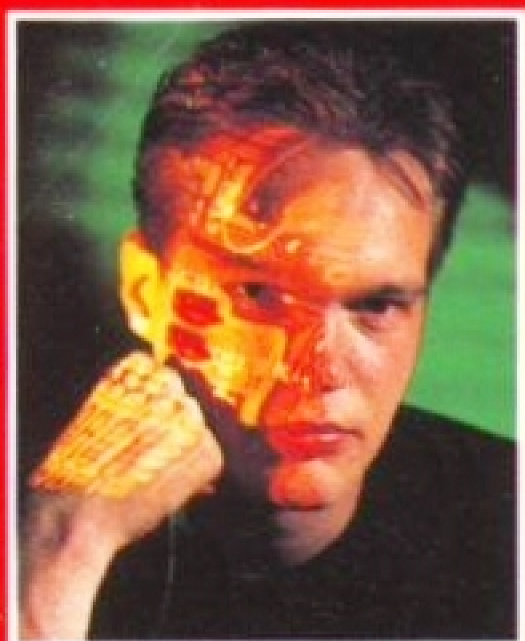




What's flat, shiny and can hold more information than the combined capacity of all *Amiga Format*'s hard disks? It's the CD, of course. Find out what the CD revolution means to you by turning to page 114...

AMIGA FORMAT

WELCOME!



As the more observant among you will have noticed, Nick's mug has been replaced by my grotesque boat race. The reason? Well, Nick's been away at the Future Entertainment Show talking to lots of people, meeting those of you brave enough to approach him and generally drinking large amounts of Grappa.

Despite his absence, the serious pages of *AF* are as jam-packed as ever. This month's biggie is our comprehensive feature on CD-ROM and what it means to the Amiga. We're pretty sure that by the time you've read all seven pages, a CD-ROM drive will be at the top of your Christmas list.

But the fun doesn't stop there – this month you'll find products that balance your books, back up your hard drive, produce fantastic word-processed documents and output the graphics from your Amiga to everything but the kitchen sink.

JASON HOLBORN

REVIEWS

WORDWORTH 3.1 VS FINAL WRITER 3 94
Both Softwood and Digita have launched new versions of their successful word processing packages. But which one deserves your money? Turn to page 94 where Jason Holborn gives you the low-down on them both.

EASY LEDGERS 2 99
Stop the men from the Inland Revenue and Customs & Excise knocking at your door with this powerful bookkeeping program.

3D PRODUCTS ROUND UP 102
Nick Veitch and Graham Sandiford review and rate three 3D products designed to enhance your ray-tracing program.

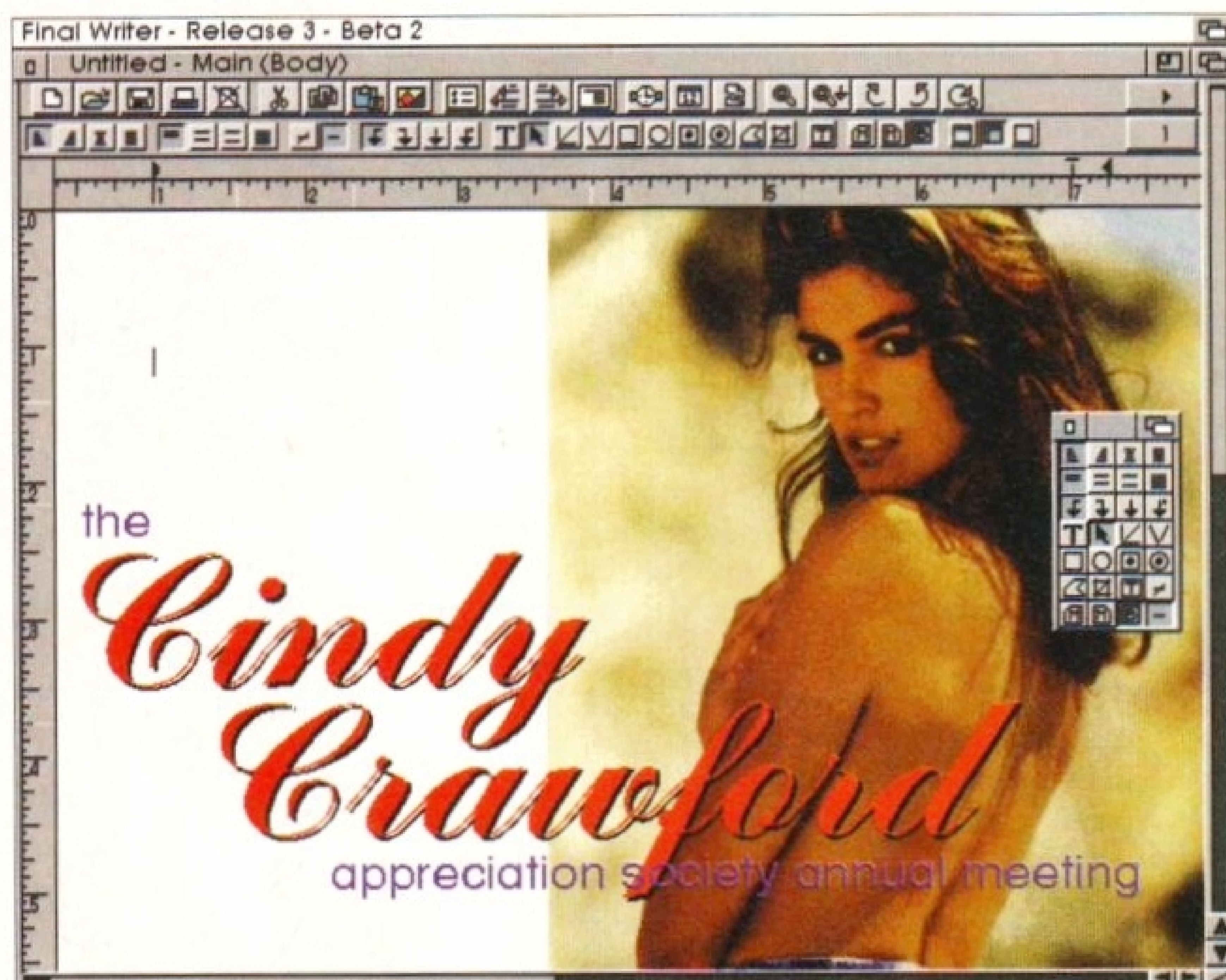
VIDEO BACKUP SYSTEM 3.0 107
Don't risk losing all your data in a hard disk crash – get smart by reading our review of LSP's Video Backup System.

VIDEO OPTIONS CARD 110
Want to display your Amiga's graphics on three composite colour monitors, a TV and a SuperVHS video all at the same time? Then you need Lola's new Video Options Card.

CD SENSATION 114
The boffins are hailing the CD-ROM as one of the most important developments in computer technology since the microchip. Are they bonkers or what? Turn to our huge seven-page CD feature to find out.

Battle of words

As the mists clear, *Wordworth 3.1* and *Final Writer 3* face each other once again to do battle for the word processing crown. Jason Holborn keeps count of the casualties...



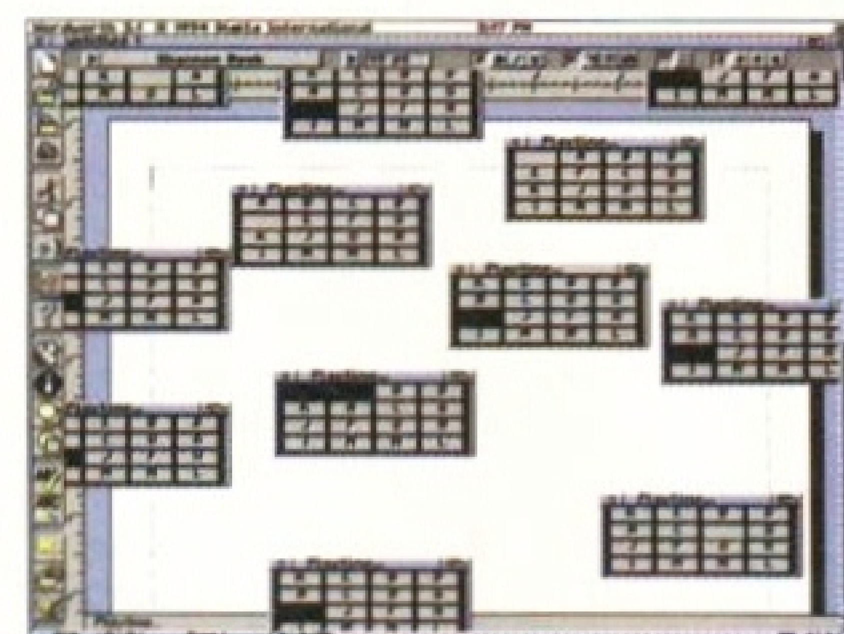
Although it's non-standard, *Final Writer*'s front end is intuitive and very easy to use.

The battle between Digita's *Wordworth* and Softwood's *Final Writer* could well go down in history as one of the bloodiest conflicts since Henry V decided that it would be a jolly good idea to treat his armies to a day trip to Agincourt.

After several months of relative calm, both companies have returned to the battlefield with upgrades to their respective products. So, as Henry might have put it: once more unto the breach, dear friends, once more...

Prior to the launch of *Final Writer*, Digita pretty much had the word processing market sewn up with *Wordworth* (and later, *Wordworth 2 AGA*). Although *Final Copy* (and indeed its predecessor, *Pen Pal*) stole a healthy share of the market, Softwood's big break came with the launch of *Final Writer*. Digita attempted to redress the balance with *Wordworth 3.0*, but due to time constraints, the version that finally hit the shelves was severely bugged.

Both programs require a fairly porky Amiga. *Final Writer 3.0*, in particular,



Digita haven't managed to eradicate every bug as this rather interesting example demonstrates.

demands some quite outrageous system requirements – unless you have a minimum of 2Mb of memory (at least half of which should be Chip RAM) and a hard drive, *Final Writer* won't even install let alone run and a full installation eats up nearly 10Mb of hard disk space. If you're set on a Softwood word processor but you don't have a hard disk, Softwood still market *Final Copy II* (which is essentially a junior version of *Final Writer*) which works on a floppy-based Amiga.

Wordworth 3.1 works on a floppy-based Amiga although it needs a hard disk to run comfortably. Once again, *Wordworth 3.1* requires 2Mb of memory and a Workbench 2.0-based Amiga as a bare minimum. Some would say that these are unreasonable requirements but it is rapidly becoming quite normal.

Digita have obviously learnt from what was most certainly an expensive mistake because version 3.1 is being marketed as 'the program that *Wordworth 3.0* should have been long ago'. Apart from numerous bug fixes, Digita have also attempted to make version 3.1 more stable, faster, friendlier and more powerful. And in many ways it seems to offer more word processing power than *Final Writer* (its table generation feature, for example, is excellent), but that power is no good if the

WORD POWER

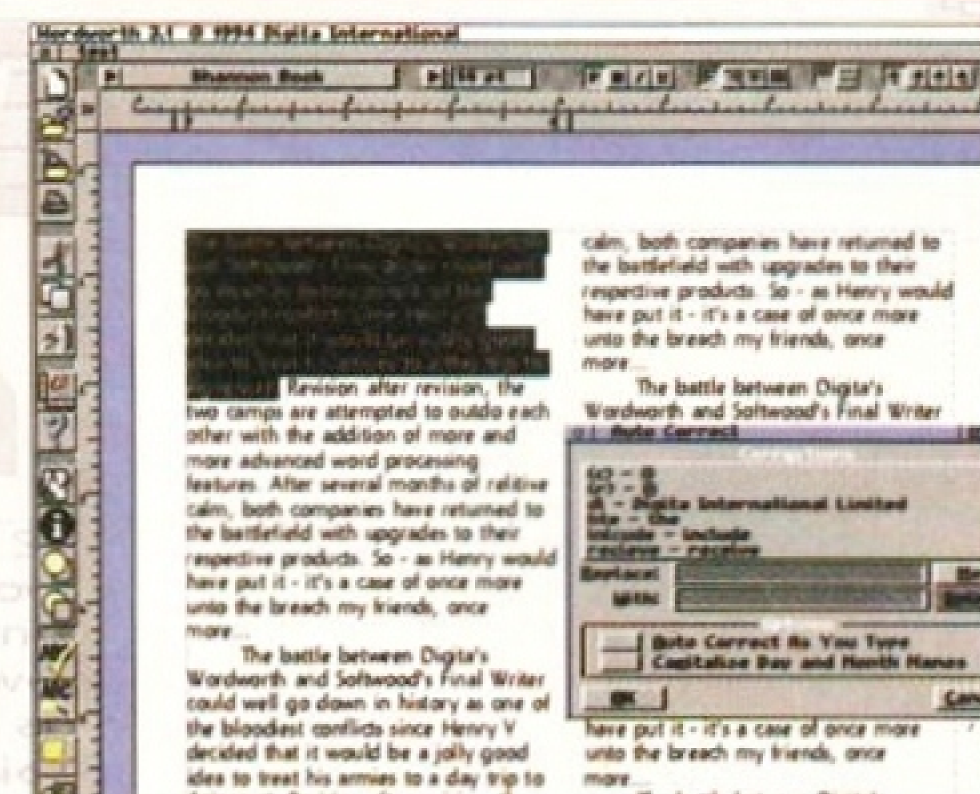
Fancy fonts and picture placement tools aside, the most important aspect of any word processor is how well it can process words. After all, what's the point in having an all-singing, all-dancing word processor that can run rings around your average DTP program if you can't quickly and easily edit large documents with the minimum amount of fuss.

Thankfully, both *Wordworth 3.1* and *Final Writer 3.0* score extremely well in this all-important category. Although text editing is slowed down slightly by the use of outline fonts, both programs handle basic text processing admirably. *Final Writer*, it has to be said, does seem to be the faster of the two although *Wordworth 3.1* is still comparatively rapid when running with fewer colours (32 colours provides a good compromise between colour and speed).

Both provide fully featured spell checkers (with spell-as-you-type checking), a thesaurus and automatic table of contents and index generation. New to both programs is Drag And Drop editing, a feature which is common in PC word processors. This provides a quick and easy method of moving a selected block of text from one place to another within your document without having to faff around with pull down menus or keyboard short cuts. In all, a definite time saver.

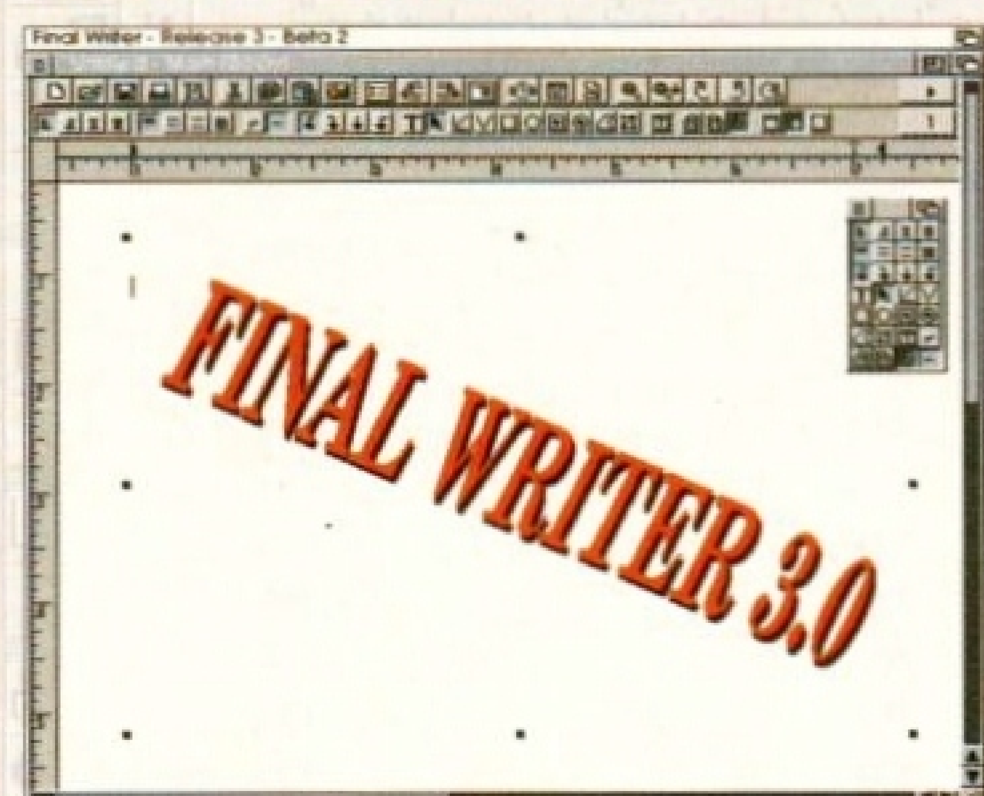


Like *Wordworth 3.1*, *Final Writer* uses the Collins thesaurus which provides over 800,000 synonyms.

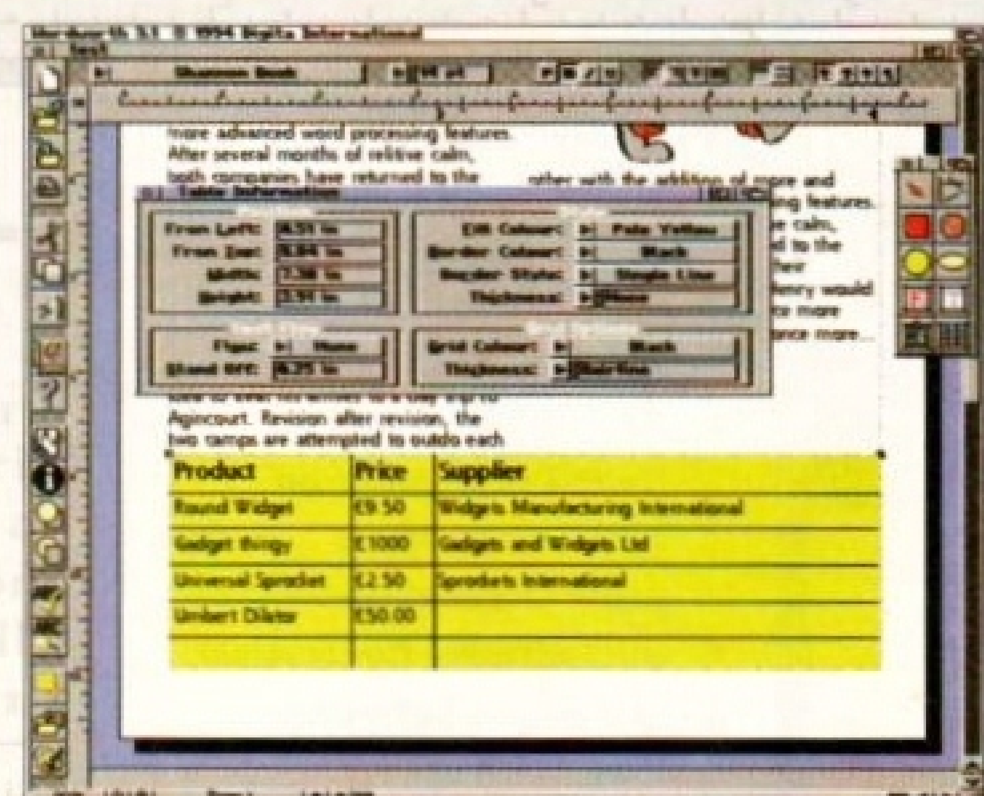


Both programs now feature automatic spell checking which corrects your spelling as you type. Clever eh?

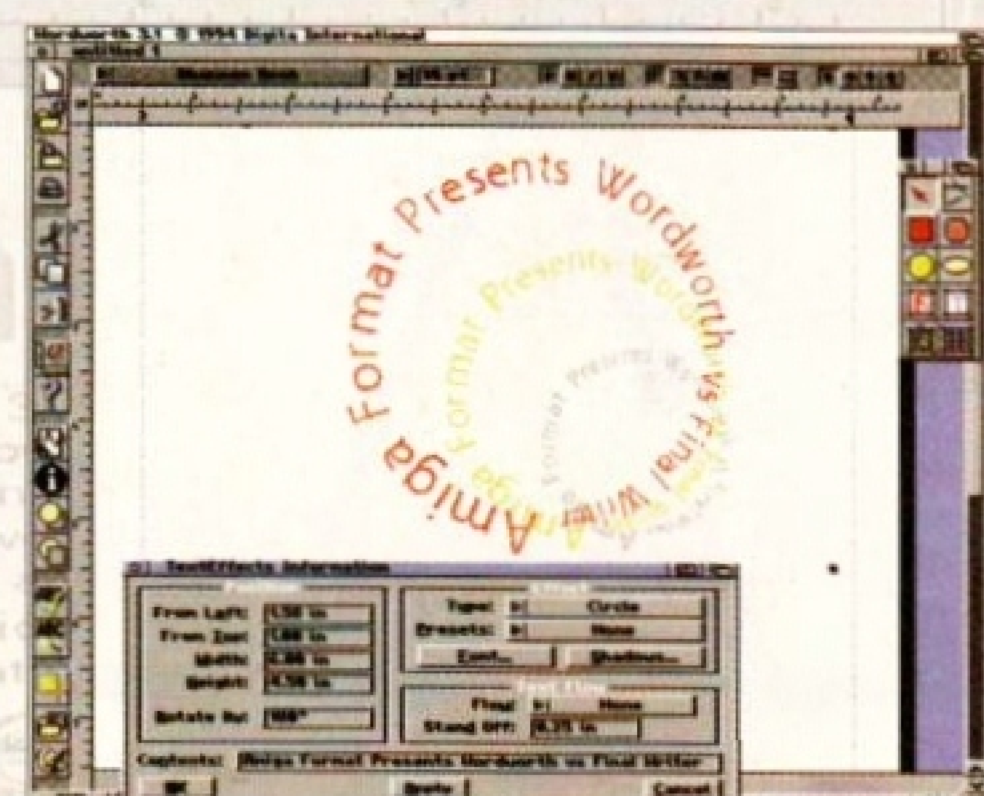
BENDY TEXT FUNCTIONS AND TABLES



Final Writer's Text Blocks may not be as fancy as *Wordworth*'s Text Effects but they're still powerful.



One of *Wordworth*'s great assets is its table generator. This is one feature that *Final Writer* desperately needs.



Wordworth's Text Effects feature lets you create all manner of weird and wonderful er... effects with text.

Wordworth 3.1's range of structured drawing tools is impressive. Apart from the usual box, circle and line drawing (which Final Writer also has), Wordworth 3.1's Text Effects function enables you to create logos using a series of preset effects such as tubes, wheels and spirals.

Although this function is potentially powerful, it's limited in its current form – an align to path feature would have been far more useful.

Final Writer 3.0 doesn't feature text effects but you can create text blocks which are about the same as Wordworth's Text Effects but without the fancy spirals and so on. They're useful for creating headlines because you can place a text block anywhere on the screen. Both programs allow you to rotate your text effects/blocks to any angle.

One feature that is sadly missing from Final Writer is table generation, a feature that only Digita seem to have cottoned on to. Generating professional-looking tables in a word processor is almost impossible but Wordworth 3.1 does the hard work for you – all you have to do is drag out the table to the size you want and then start entering values into the boxes that Wordworth generates. Softwood claim that Final Writer 4.0 will have this feature but until then, Wordworth 3.1 is the only Amiga word processor to support it.

program crashes every two minutes. Aside from a few niggling bugs that were introduced with the release of version 2, *Final Writer* has enjoyed quite a smooth ride and version 3.0 is perhaps best seen as a tweak rather than an full upgrade. Softwood freely admit that *Final Writer* owners are unlikely to be astounded by the range of new features that version 3.0 has to offer. They promise that the next release should be of far more interest.

Both companies have obviously put a great deal of effort into the user interfaces employed by their respective products. Digita have tried their best to conform to the look and feel of Workbench 2.0, but – as always – Softwood have decided to use their own custom front end that, while close enough to Workbench 2.0, is different enough to give the program a feel all of its own.

Although I've always been a firm supporter of following Commodore's guidelines, I have to admit that *Final Writer*'s front end is more straightforward than Digita's. It's somewhat faster too. When running in a 256-colour AGA screen mode, *Wordworth 3.1* seems to occasionally drag its heels but *Final Writer* manages to maintain a respectable turn of speed.

It is certainly far more stable than previous releases but bugs still remain. Take the PlayTime slider puzzle tool, for example. If you move the puzzle around the screen, *Wordworth* fails to remove the old window layer resulting in several copies of the same window appearing on-screen. *Wordworth* removes these 'ghost' windows as soon as you close the slider puzzle window. A minor problem maybe, but a bug nonetheless.

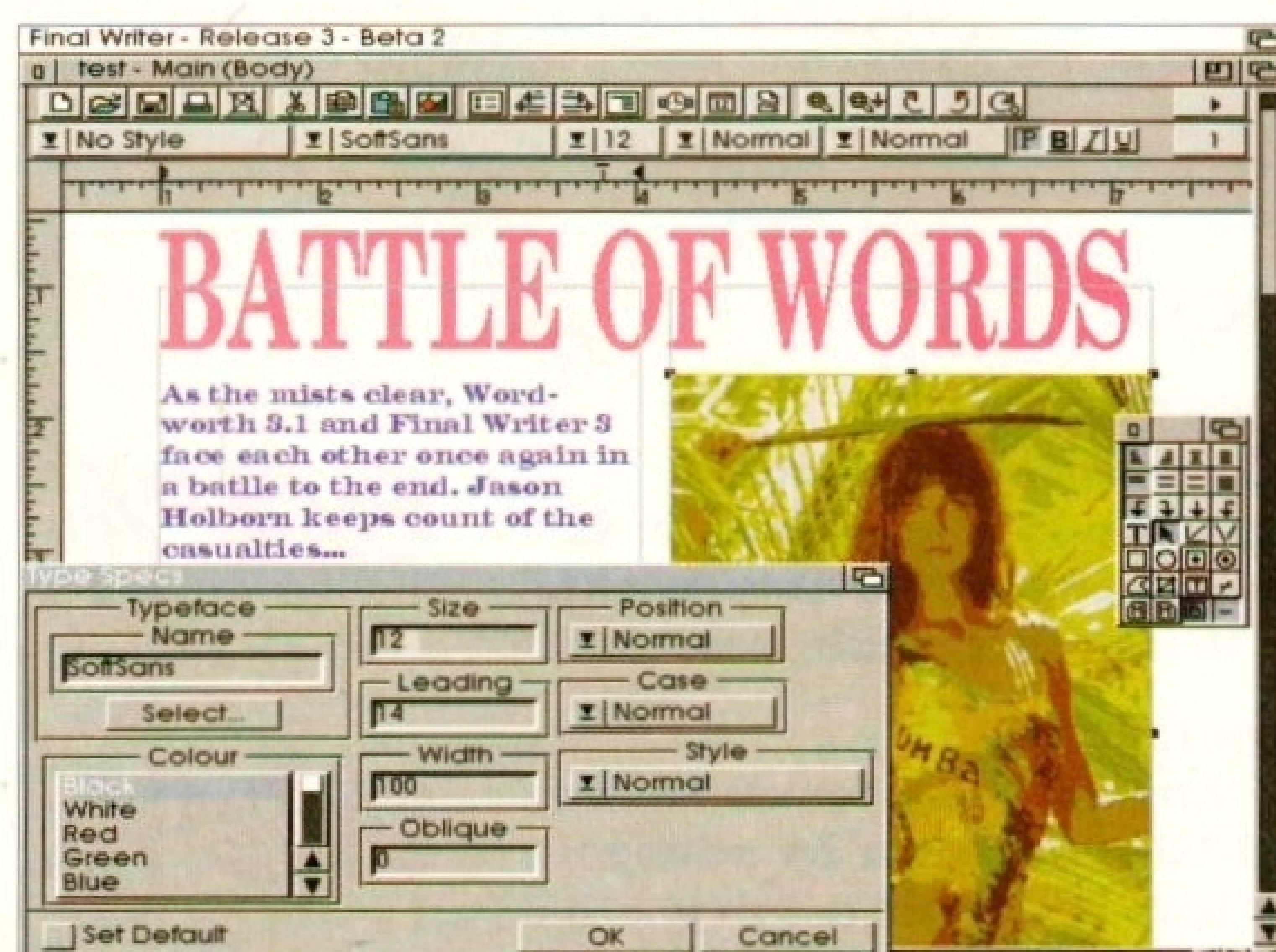
Unlike traditional word processors such as *Protext 6.5 (AF64 78%)*, *Wordworth 3.1* and *Final Writer 3.0* are word publishers, which means they give DTP-like control over the appearance of documents. Both can claim to be true word publishers because they have the three ingredients that define such a program:

- WYSIWYG outline font handling.
- Bitmapped and structured picture import and display.
- Rudimentary drawing tools.

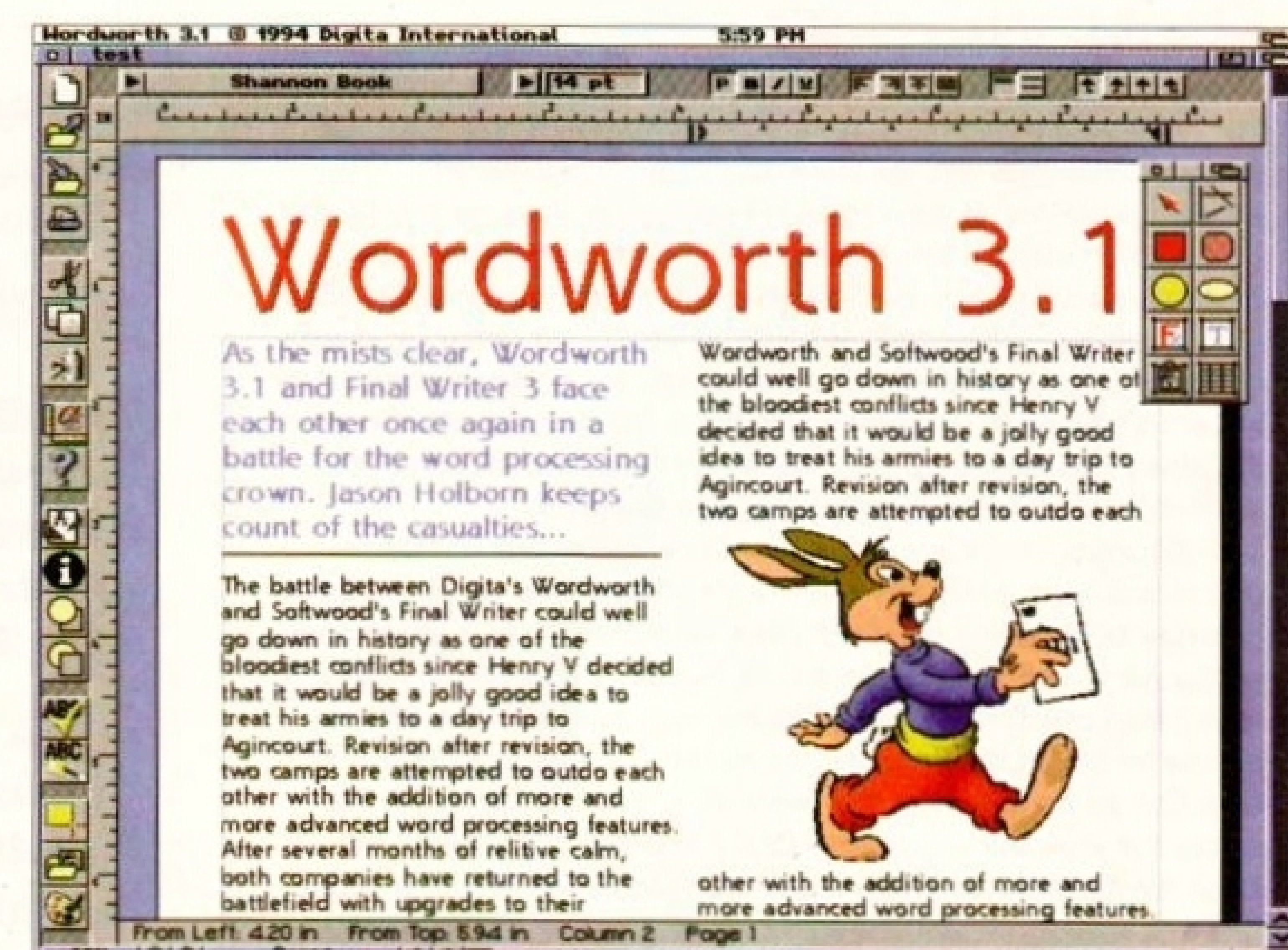
Wordworth 3.1's font handling is particularly impressive – not only does it fully support CompuGraphic outline fonts but Digita have since included support for Adobe Type 1 and PC TrueType fonts, both of which can be displayed fully on-screen. *Final Writer 3*, on the other hand, supports CG, Type 1 and its own Nimbus Q format but not TrueType fonts.

Wordworth 3.1's range of picture import filters also outscores *Final Writer 3* whereas *Final Writer* only loads bitmapped images stored in the Amiga's own IFF format, *Wordworth 3.1* loads images stored

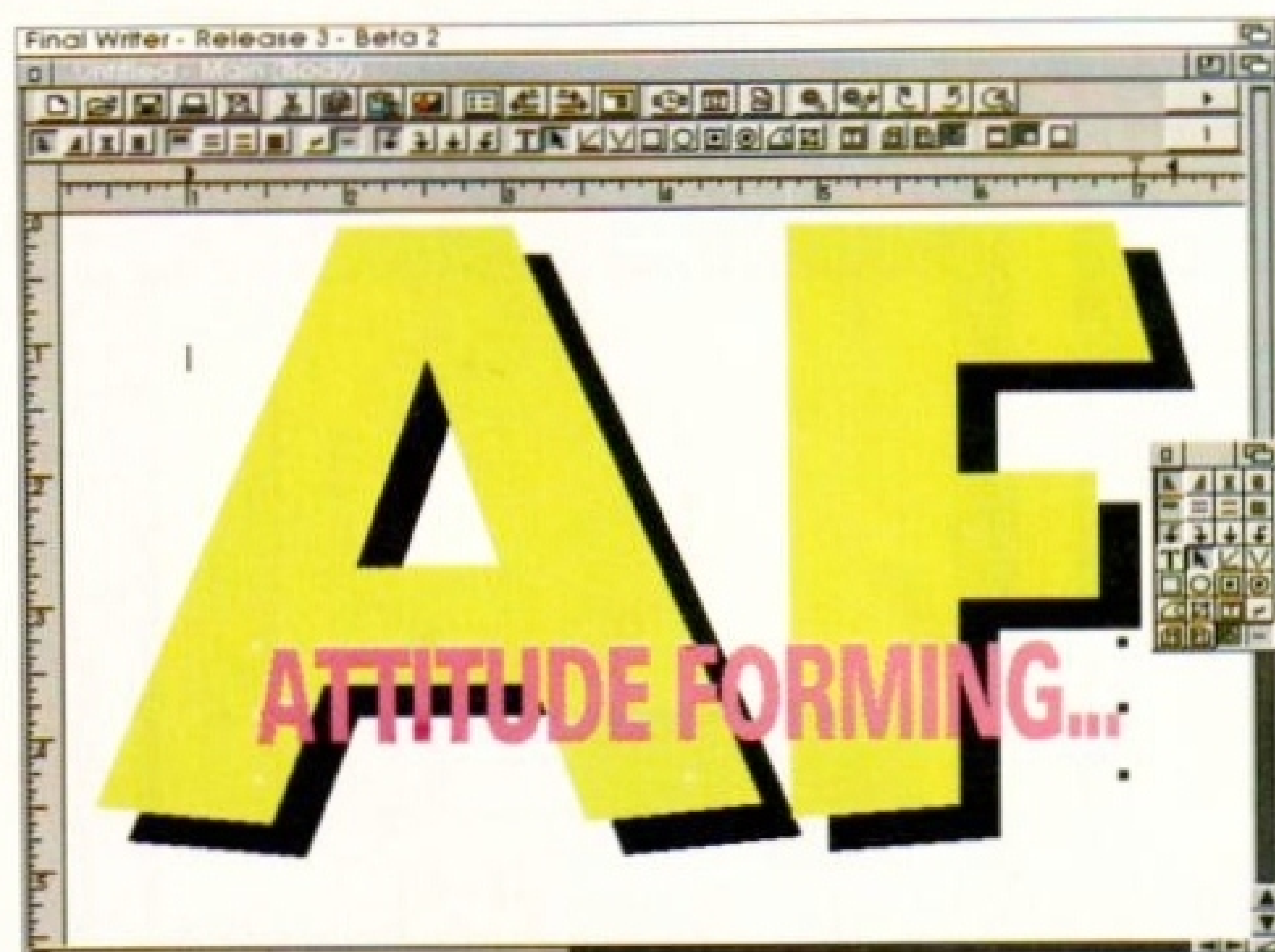
Continued overleaf ➡



Although it doesn't conform to the Workbench style of front end, *Final Writer* is still intuitive and exceptionally easy to use.



Word publishers like *Wordworth 3.1* provide layout controls that you'd normally expect to find in a desktop publishing program.



Final Writer 3.0 comes complete with a massive library of more than 100 outline fonts.

⬅ in PCX, TIF, IMG, GIF, GEM vector, CGM vector and IFF, all of which can be displayed in full colour. Until now, *Final Writer* was the only program to fully support the loading, display and printing of EPS (Encapsulated PostScript) files but Digita have now added this all-important feature and *Wordworth 3.1*'s range of import functions is second to none.

Both programs provide the basic picture placement tools – a picture is placed inside its own frame which can be reshaped by pulling out one of several handles placed around each frame. Whenever the size of a frame is changed, the contents are rescaled. *Wordworth 3.1* seems to rescale graphics a bit faster than *Final Writer*, especially in 8-bit AGA modes.

Both programs provide a wealth of file handling and printing options although *Wordworth 3.1* takes things to extreme and can load documents created in numerous formats (see the table opposite).

The quality of printed results from both programs is very high, especially with an inkjet or laser printer. Both support preference printers and postscript lasers and Digita provide a vast range of custom printer drivers (400 in all). Even without custom printer drivers, the print quality of *Final Writer* can't be faulted.

WORDWORTH OR FINAL WRITER?

Choosing between *Wordworth 3.1* and *Final Writer* is difficult because both programs are so closely matched. Yet each has its own strengths and weaknesses. From a pure word processing point of view, *Final Writer 3.0* is perhaps the better of the two because its range of word processing tools are more comprehensive. But *Wordworth* is the more comfortable of the two programs to work with if you're just writing reams of copy. So far, a stalemate. Both programs perform admirably in terms of layout control, but feature for feature, *Wordworth 3.1* pips *Final Writer* to the post every time and *Wordworth 3.1*'s picture and font handling is also superior.

***Wordworth 3.1* is a great word processor but it's taken Digita this long to finally release a product that can truly be deemed completely finished. *Final Writer* still has a great deal going for it, but apart from a few tweaks, *Final Writer 3.0* isn't really that much different from the original. *Wordworth* may be the better of the two programs but the one area where it falls flat on its face is in the price department. Compare the prices for yourself – *Wordworth 3.1* is DOUBLE the price of *Final Writer 3.0*. Personally I'd rather buy *Final Writer* and put £75 towards some Christmas presents. Then again, you might change your mind when you see *Wordworth 3.1SE* next issue.**

YOUR AT-A-GLANCE FEATURES GUIDE

	WORDWORTH 3.1	FINAL WRITER 3
EDITING		
British Collins Spell Checker	Yes	Yes
Foreign Language Dictionaries	Optional	Optional
British Collins Thesaurus	Yes	Yes
Auto Spelling Correction	Yes	Yes
Drag 'n' Drop Editing	Yes	Yes
Contents Generation	Yes	Yes
Index Generation	Yes	Yes
Table Generation	Yes	No
Bibliography Generation	No	Yes
Document Outlining	No	Yes
Mail Merge	Yes	Yes
FILE HANDLING		
Document Import filters	MSWorks, MSWrite, MSWord, Wordstar, WordPerfect, ASCII and RTF	Final Writer, ASCII
Picture Import filters	IFF, PCX, BMP, GIF, TIFF and IMG	IFF
Colour EPS Support	Yes	Yes
Structured Clip Art Filters	CGM, EPS, GEM	EPS
AutoSave	Yes	Yes
LAYOUT TOOLS		
Customisable Toolbar	Yes	Yes
Max Number Of Columns	32	6
256 Colour AGA Support	Yes	Yes
Font Formats	CG, Type 1, TrueType, Bitmap	CG, NimbusQ, Type 1
Max Point Size	1,000	360
Picture Rotation	No	Yes
Structured Drawing Tools	Yes	Yes
Contoured Text Flow	Yes	Yes
RATINGS OUT OF FIVE		
Speed	●●●●	●●●
Features	●●●●●	●●●●●
Accessibility	●●●●	●●●●
Manual	●●●●●	●●●●●
Value	●●●	●●●●●

SYSTEM REQUIREMENTS

Wordworth	Workbench 2.0, 2Mb of RAM
Final Writer	Workbench 2.0, 2Mb of RAM, hard disk

AVAILABILITY

Wordworth	Digita International Ltd	01395 270273
Final Writer	Softwood Products Europe	01773 521606

PRICES

Wordworth	£149.95
Final Writer	£74.95

VERDICT

WORDWORTH VERDICT

"The only thing against Wordworth is the price. It is certainly the better program, but is the extra cash worth it?" **84%**

FINAL WRITER VERDICT

"Final Writer may have fallen behind Wordworth in some areas, but it's still a very impressive package." **88%**



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GT-6500 IMAGE FX	£689
GT-8000 POWERSCAN	£849
GT-8000 IMAGE FX	£929
DOCUMENT FEEDER	£399

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Video still capture in 24-bit, 640 x 480
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CD-DE A1200 CARD	£69
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MITSUMA CD-ROM	£169

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Works on any Amiga and any Kickstart
Once installed the program is transparent to the user

DISK EXPANDER	£35

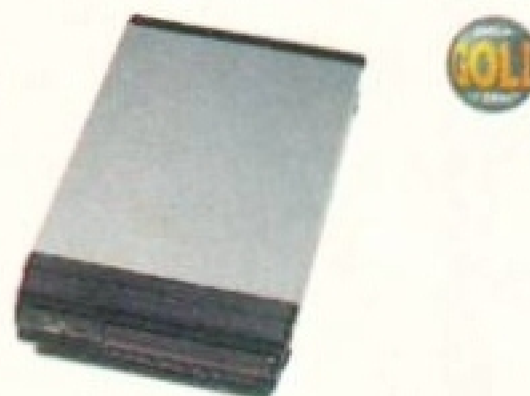
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Floppy expander allows you to fit about 1.5MB on a standard floppy drive and an amazing 3MB when used in conjunction with the XL Drive 1.76MB. This is achieved by compressing data 30 - 70% of its original size. All this happens automatically.

FLOPPY EXPANDER	£9.95

ACEEX MODEM

NOT BT APPROVED



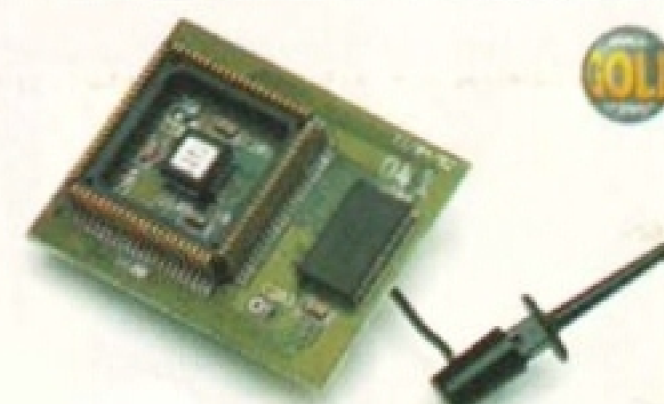
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Receive and send faxes in the background
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Fax send and receive
Auto dial and auto answer
Supports error correction and detection
Leased line support
All cables and manuals supplied

ACCEX MODEM v32bis	£169
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MISCELLANEOUS

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ROM SHARE INC. 2.04	£99
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Jason Holborn investigates what has always been a very rare breed – a professional Amiga accounts package. Would you trust your business to *Easy Ledgers 2*?

Easy Ledgers 2

AMIGA FORMAT GOLD

If there's one type of program that is more likely to send an Amiga user off to the land of nod, it has to be an accounts package. Let's face it, beating the living daylights out of Kung Lao is a lot more fun than spending hours with double-entry bookkeeping.

Sadly, however, life's not all fun and games. If you are self employed, then the law dictates that you must provide the Inland Revenue (and, if you're VAT registered, HM Customs & Excise) with detailed records of your business activities.

If you're not self employed, then life's a lot easier because your employer automatically deducts income tax and national insurance contributions as you are payed via the PAYE scheme and so the responsibility of keeping track of your financial activities is not so important.

Amiga finance programs – fully-fledged accounts packages – aren't exactly plentiful. Indeed, you could probably count them on the fingers of one hand. The new kid on the financial block is *Easy Ledgers 2*, a management accounting package from Australian developers Small Biz Software, the team behind the *GPFax* communications program. But despite its Australian origins, *Easy Ledgers* has been designed to handle UK tax laws.

Requiring a Workbench 2.0-based Amiga with at least 2Mb of RAM and a hard disk, *Easy Ledgers* is possibly the first Amiga accounts package that looks as if it has been written specifically for the Amiga, rather than simply being ported across from the PC.

Boasting a fully Workbench 2.0-compliant front end, Small Biz have obviously put a great deal of effort into *Easy Ledgers*'s user interface because every window and requester is beautifully laid out and logically structured.

LEDGER-BLE ACCOUNTING

Unlike its more expensive rivals on the PC and Mac, *Easy Ledgers* comes complete with the full range of business ledgers. Here's a run-down of what they all do.

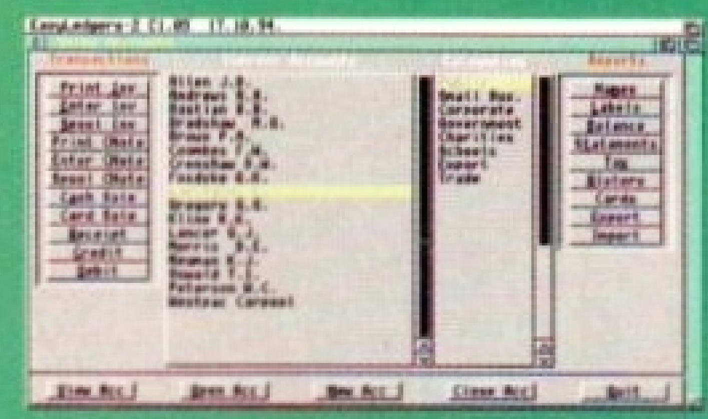
General Ledger – The general ledger is used for posting receipts, payments and journal entries which are automatically updated from the other books. The general ledger is used to provide Cashbook, Profit & Loss and Balance sheet statements.

Sales Ledger – Sometimes known as the debtors' ledger, the sales ledger holds details of your customers and how much they owe you. *Easy Ledger's* sales ledger provides facilities for invoice printing (with automatic pricing) and tax calculations.

Purchase Ledger – The purchase (or creditors') ledger contains information on your business suppliers and how much money you owe them.

Inventory – Not surprisingly, the Inventory is used for keeping track of your current stock (stock control) so that you know exactly how much stock you have at any one time.

Easy Ledgers 2 automatically handles minimum reorder levels, stock taking and so on.



The purchase ledger lets you keep track of your suppliers and what items you have bought from them.

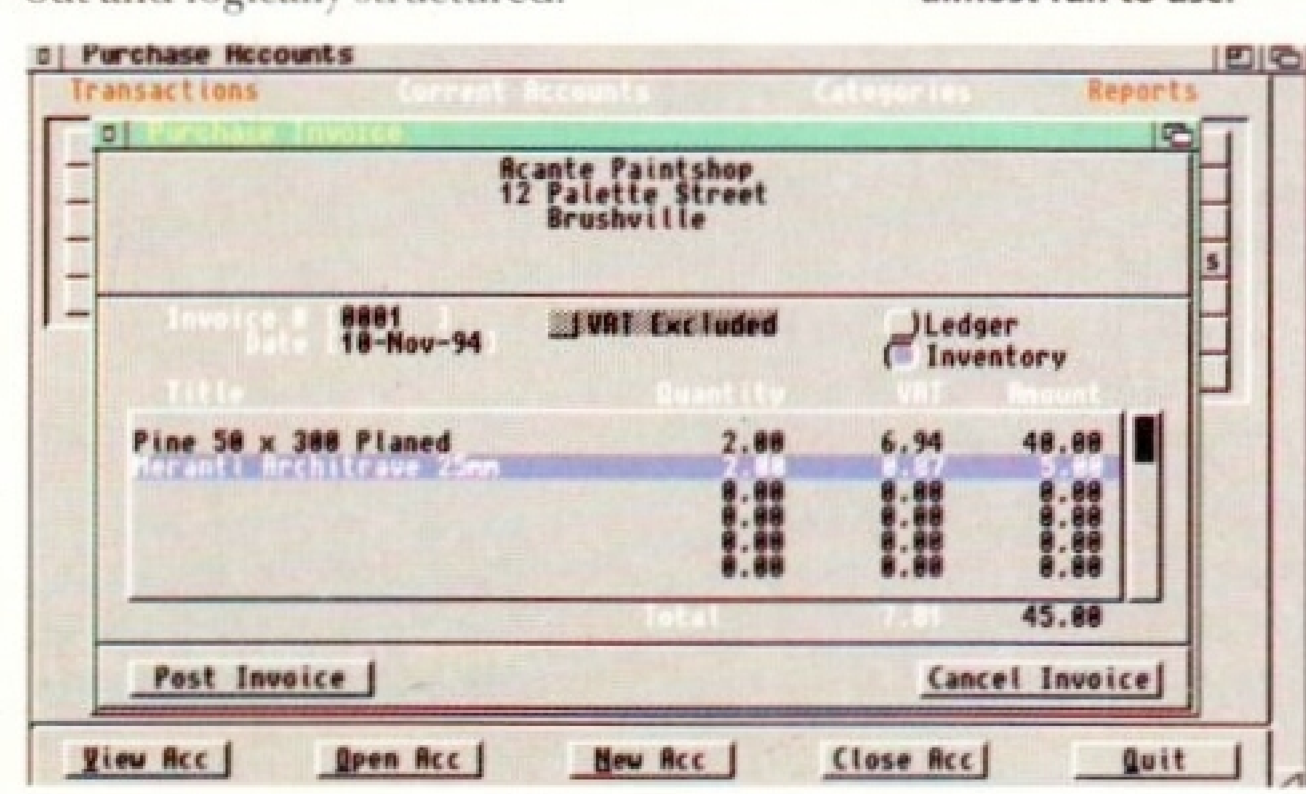
Like all good accounting packages, *Easy Ledgers* offers the full range of business ledgers – general, purchase, sales, inventory, job costing and so on. OK, so this is pretty standard but you would be surprised how many of the so-called professional accounting systems on the PC expect you to pay a separate price for each of these ledgers.

Each ledger in *Easy Ledgers 2* is almost a complete sub-program in its own right – the purchase ledger, for example, provides all the usual tools (such as debit, credit, purchase and payment) plus a host of useful reports which can be printed to paper or displayed on screen at any time.

I have to admit that I was less than enthusiastic when *Easy Ledgers 2* landed on my desk, but little more than a few hours with the program has changed all that. If you thought that an Amiga management accounts package that was professional, powerful, easy to use and – above all – safe enough to trust with your business' affairs didn't exist then think again.

Easy Ledgers 2 may not quite compete with the likes of *Pegasus* on the PC, but it's a damned good start. Let's just hope that Small Biz Software continue to develop it. Highly recommended.

Thanks to its Workbench 2.0 front end, *Easy Ledgers* is almost fun to use.



EASY LEDGERS 2

DISTRIBUTOR
Small Biz Software
010 61 7491 9190

PRICE
Australian $399 (approx £180)

SYSTEM REQUIREMENTS
Workbench 2, 2Mb of RAM and a hard disk

SPEED ●●●●●
Very rapid. Even the most complex work is done in seconds.

MANUAL ●●●
A little brief, but the program's operations are well covered.

ACCESSIBILITY ●●●●
Surprisingly accessible and very straightforward.

FEATURES ●●●●●
No other Amiga accounts package even comes close.

VALUE ●●●●
It may seem expensive, but you get what you pay for.

"Easy Ledgers makes light work of keeping track of your finances."

94%



the *squirrel can suss it* ... can you?

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Another exciting new Amiga product from

HiSoft
High Quality Software

Competition draw will take place at the World of Amiga Show at Wembley on 10 December. Competition not open to HiSoft employees or their friends or relatives.



Aura is a brilliant new concept in high-performance, yet affordable sound sampling for your Amiga A600 or A1200 computer. This breakthrough is brought about by revolutionary hardware which plugs into the PCMCIA slot to achieve extraordinary sampling performance in glorious 12-bit stereo, with optional direct-to-disk recording.



A screenshot of the powerful sample editing suite contained within Aura

The Hardware

- Achieves a signal-to-noise ratio of 72db - equivalent to expensive 16-bit systems.
- PCMCIA credit card connection for maximum performance and expandability.
- Quality phono outputs with Amiga audio mixed.
- Very high sample record/playback speeds.

The Software

The Aura audio/sampling suite is probably the world's most powerful, flexible and easiest-to-use Amiga sound software package to date! This is no idle claim, just look at some of the features of this superb sound sampler:

- Record/Play/Edit 16- or 8-bit, mono or stereo sounds to memory or direct-to-disk.
- Real-time monitor of input with moving spectrum analyser and oscilloscope.
- Amazing range of editing facilities include cut, paste, insert, delete, fade and volume. Editing controls work on both samples in memory and on hard disk.
- Record samples into memory at rates in excess of 60 kHz (A1200, 12-bit stereo) and direct-to-hard disk recording at rates in excess of 40kHz (A1200 12-bit stereo with fast RAM).
- 15 fully programmable, single source sound effects can be used in real-time and on samples held in memory or even on hard disk, plus effect preview.
- Block-oriented Sample Sequencer built in.
- Advanced digital filtering with 3-dimensional Fast Fourier Transform interactive display.
- Real-time playback of samples under MIDI control (requires extra MIDI interface & keyboard).
- Load and save IFF, RAW and AIFF sample formats.
- Over 60 fully programmable, *multi-source*, sound effects on samples in memory, in real-time and to memory or hard disk (with effect preview); a unique feature.

Octamed Compatible

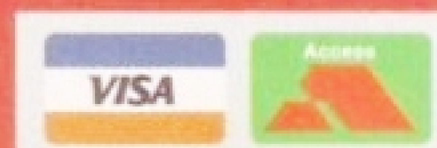
Octamed is the leading Amiga sample sequencer; now, version 5.02 and above include a dedicated 16-bit sample editor which is 100% Aura compatible and can play 16-bit samples through the Aura hardware while sequencing MIDI and normal Amiga 8-bit sounds.

This powerful combination provides stunning performance and sound quality for maximum impact.

Audible Reality

Package includes: Aura hardware, complete software, comprehensive 148-page manual, stereo phono-to-phono lead and registration card.

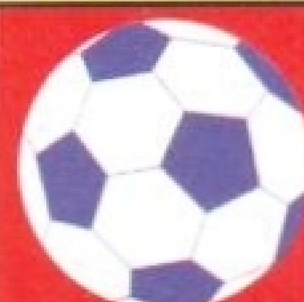
Aura costs only £99.95 inclusive and is available from all good computer shops ... now. Alternatively, phone our order line on 01525 718181, armed with your credit/debit card.



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The Most Innovative Football Management Game Ever.

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In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field.

It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.

Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).

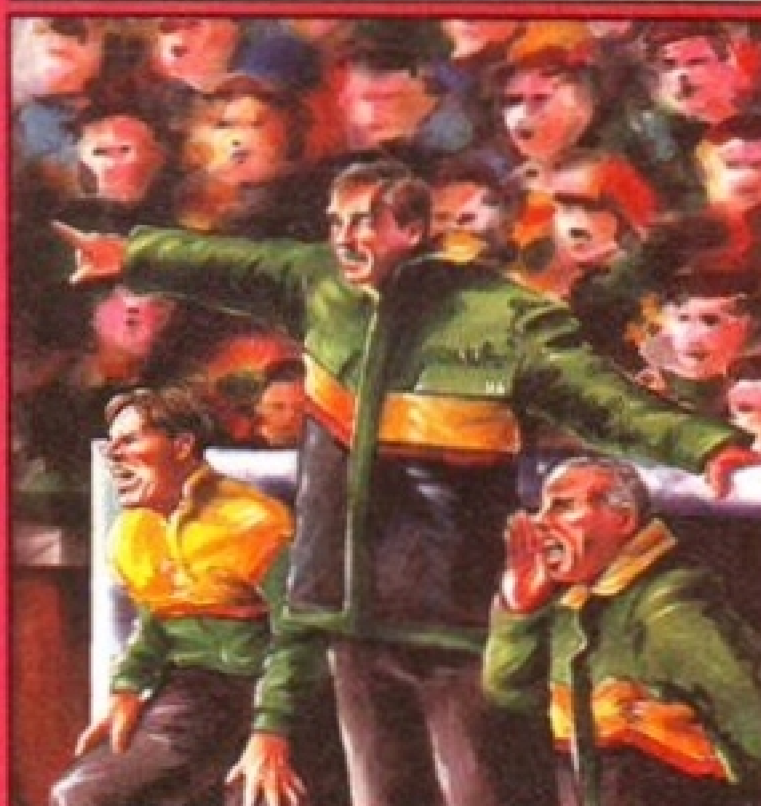
Club : Sponsorship, Ground improvements, View opponent, Finances.

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.

Editor: Allows you to amend various items in saved games. Optional Extra.

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THE PULSE Horse Racing Tipping System

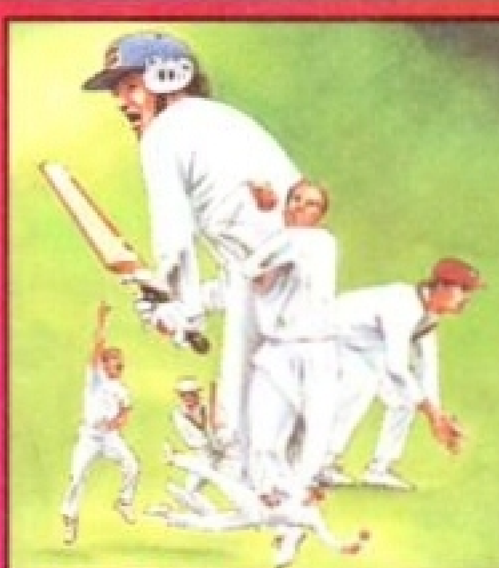


If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guide-lines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

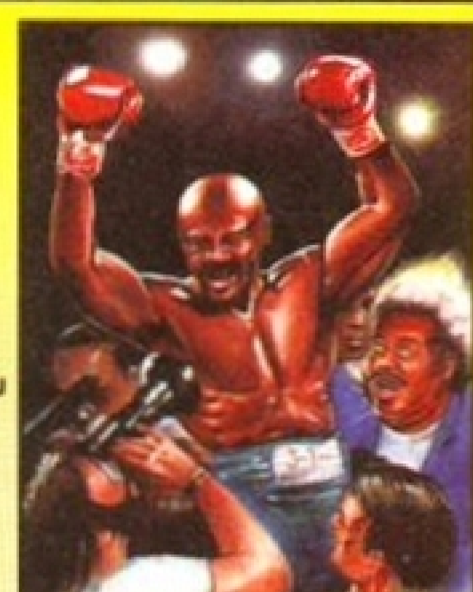
FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS



A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-

- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
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- Weather changes, fastest & record laps, make pit-stops.
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- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
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- Fully descriptive instruction book.



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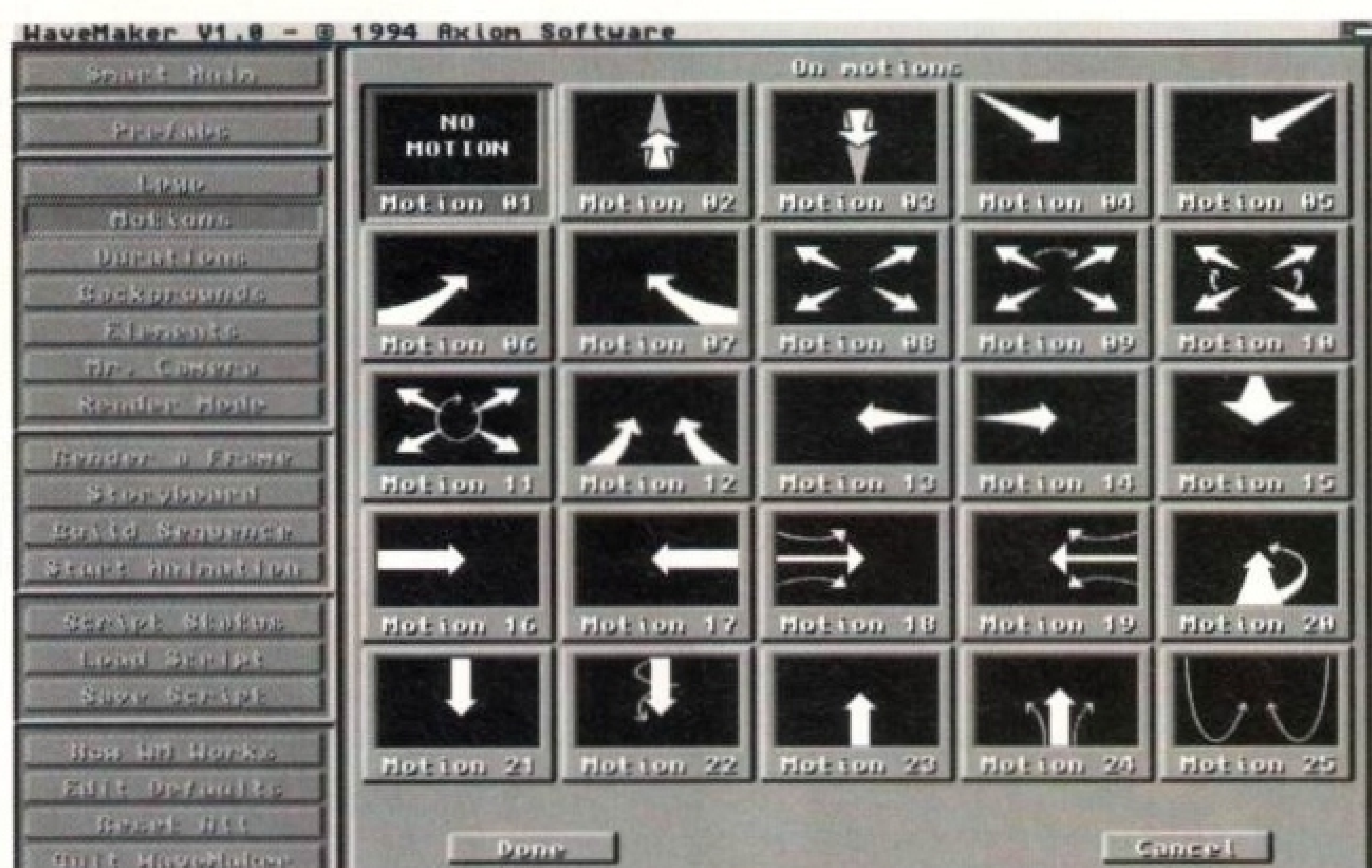
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Nick Veitch and **Graeme Sandiford** prove that three isn't a crowd when they check out a trio of 3D graphics effects packages. You'll soon be producing stunning images with ease.

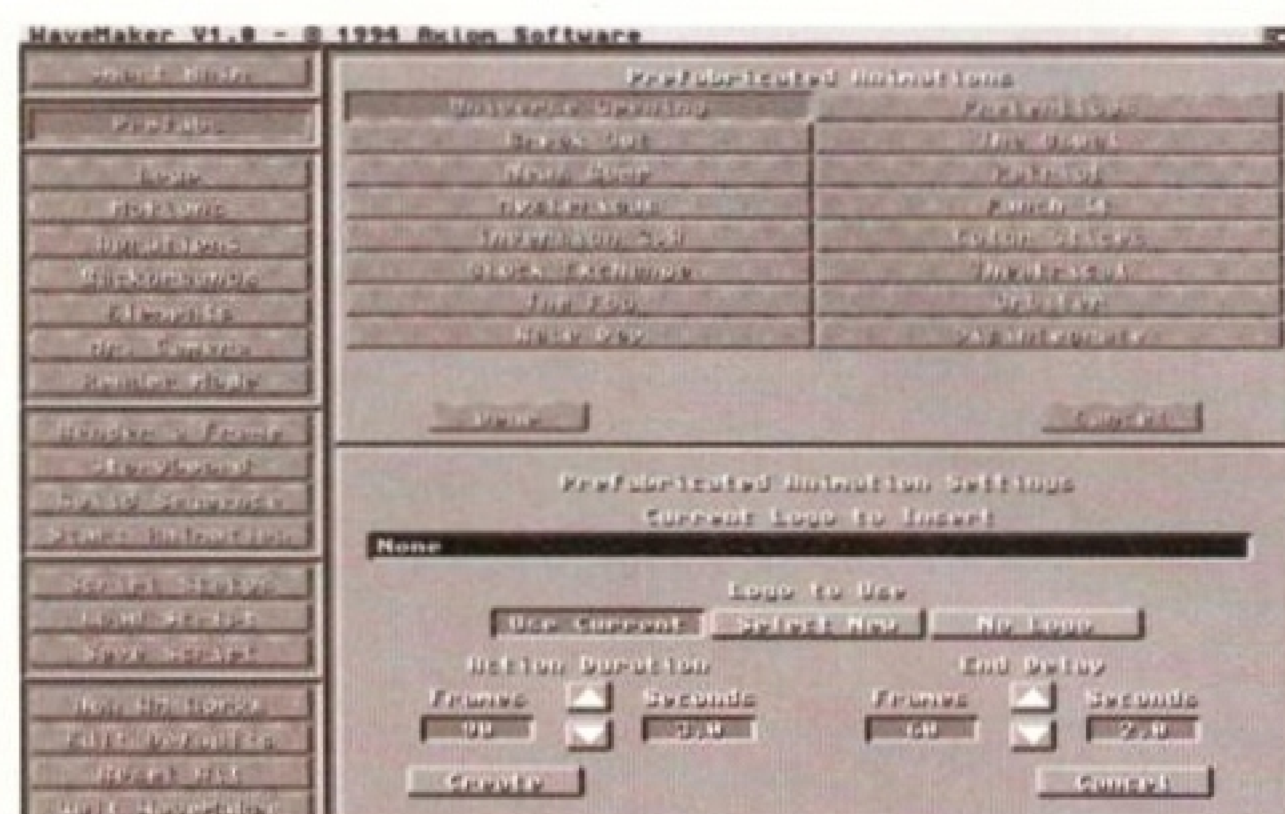


WaveMaker

AMIGA FORMAT GOLD



No, don't panic, it's not a Highway Code test, but a selection of pre-defined movements that your logo can follow. You can assign On motions for your logo's entrance and Off motions for its exit. As you can see, there is quite a choice – from the stately to the wildly-gyrating.



Prefabs are probably *WaveMaker*'s most powerful feature. Prefabs are animations that have been designed by professionals. All you need to do is add your own logo.

If you have spent a lot of your hard-earned money on a copy of *Lightwave* and have then found that you can't use it at all, there may be some help at hand.

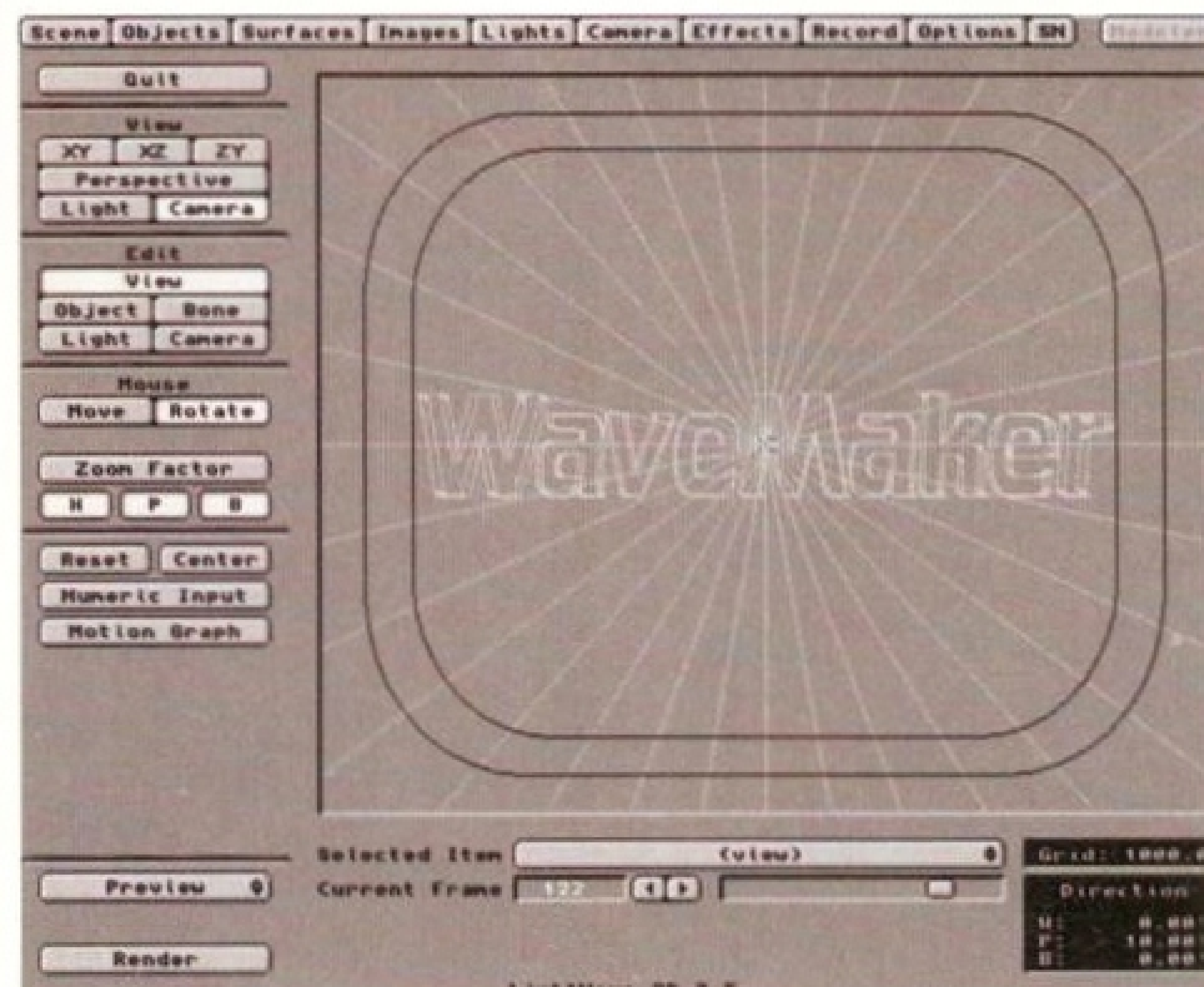
Axiom Software's *WaveMaker* could solve all your problems. It is, in essence, an effects generator. It is to *Lightwave* what *Scala* is to *DPaint*. Generating flying logos on your own can be a pretty torturous affair. And the thought of setting up an *ARexx* script to do it yourself is frightening. You would have to be very tightfisted – even to publisher standards – not to take advantage of Axiom's ready-made solution.

WaveMaker comes with 16 preset scenes, ranging from the simple flying on to the screen to a more complicated wrapping around a spinning globe affair. There are also disintegrations, colour slices and rolling bargraph displays, spooky fog effects and just about every other device you have ever seen on an American news channel.

First pick out the logo you want to use and load it in – the software automatically scales it to fit in the scene. All you have to do now is to render it. Of course you can construct your own logo using the various In, Hold and Out motions available. You can even adjust the length of the sequence.

The only problem is that the *ARexx* port of the unbundled version of *Lightwave* is slightly different from the old version that was in the Video Toaster. This means you cannot take control of the software remotely, but you can still generate scenes and render them later.

WaveMaker is a quick and easy way of generating otherwise tricky effects, and you can easily use the generated scenes as a base for creating entirely different animations.



Once *WaveMaker* has done its stuff, it can save the results as a *Lightwave* scene file. However, it is best used at the same time as *Lightwave* so the two can pass information back and forth between them.

MANUFACTURER
Axiom

DISTRIBUTOR
Axiom
0101 612 894 0596

PRICE
$249.45 (approx £166)

SYSTEM REQUIREMENTS
Lightwave, WB2.0

"Wavemaker is extremely useful, very powerful and quite good value to boot."

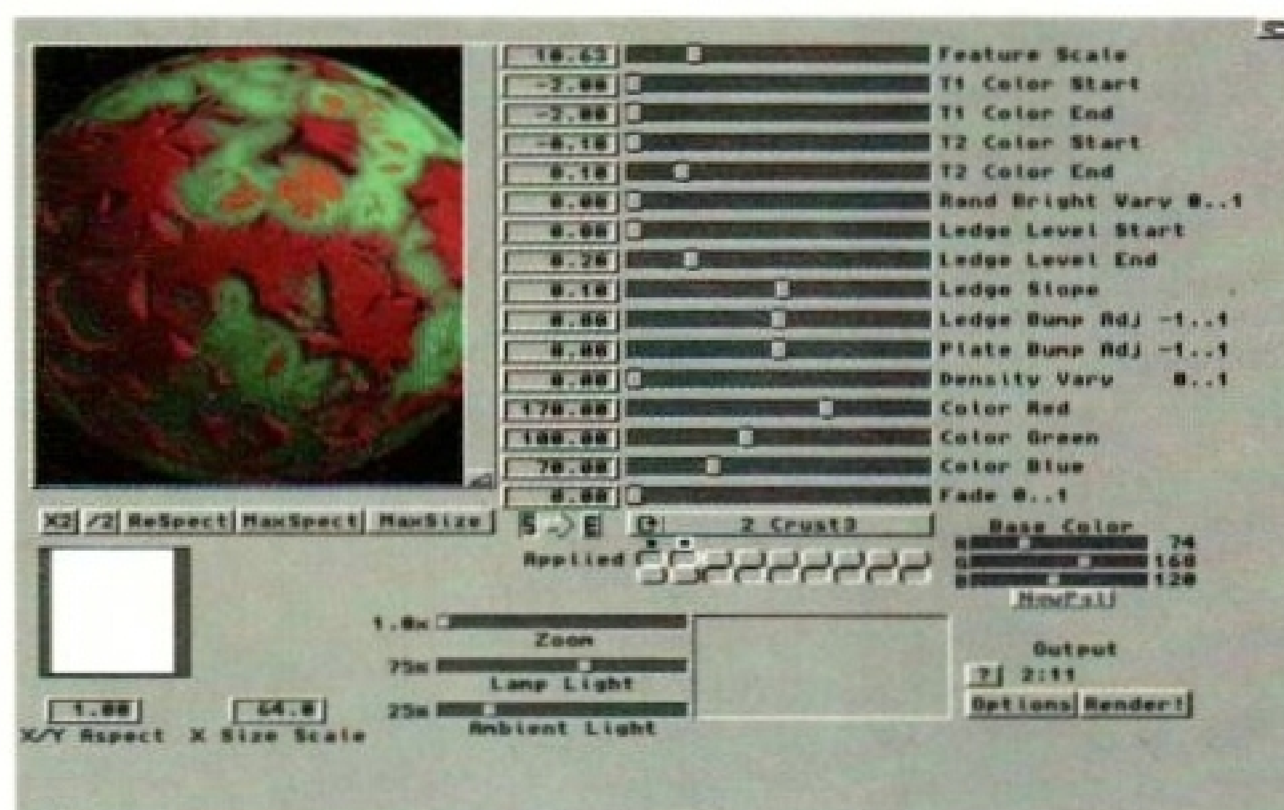
90%

Essence 3

I can remember my fourth year maths teacher trying to convince the class that maths was actually fun and how quadratic equations and algorithms would prove to be very useful later on in life. 'Yeah… right', I thought at the time. However, it seems that the old codger was right, complicated forms of mathematics such as fractals are very much in vogue at the moment, and *Essence* makes use of algorithms to produce its wonderful textures.

Essence 3 is actually a number of things rolled into one, first of all it includes the *Essence 1* collection of textures and an updated version of volume 2 that will now work with *Imagine 2.9* and *3.0*. The textures can be used to produce stunning images and emulate real-world phenomenons such as fire. What's more the textures can be animated. These are two excellent products, but they can only be used with *Imagine* and it can take a while to find out how they will appear when rendered.

This is where the package's third component comes in more than handy. *Forge* is a wonderful program that cuts through all the mathematical mumbo-jumbo freeing the creative side of your brain to get on with producing stunning images. *Forge* can be used to generate a preview of an *Essence* texture or attribute. Using the software's settings you can control the light sources and either view the texture on a flat plane or mapped on to a sphere. You can even preview an animated texture, mix and match textures and receive an immediate impression of how they will appear.



This is *Forge*'s interface and the rather unsightly ball is actually a spherically-mapped *Essence* texture. Although this one is pretty repellent, there are loads more to choose from.

Once you have revelled enough in how you have managed to harness mathematical forces that would make the bravest of bald-headed men cower, you can either save the results as an attribute file or render them as a IFF, JPEG or TIFF file. Being able to render files means the textures can be used with other 3D packages such as *Lightwave*.

Essence 3 is an ideal little package for anyone who takes their 3D graphics seriously and it greatly expands the market for the textures.

MANUFACTURER
Apex Software

DISTRIBUTOR
Meridian Software
0181 543 3500

PRICE
£99.95

SYSTEM REQUIREMENTS
FPU, 2Mb RAM and a hard disk

"Algorithms have never looked so good. Essence 3 is worth every penny."

89%

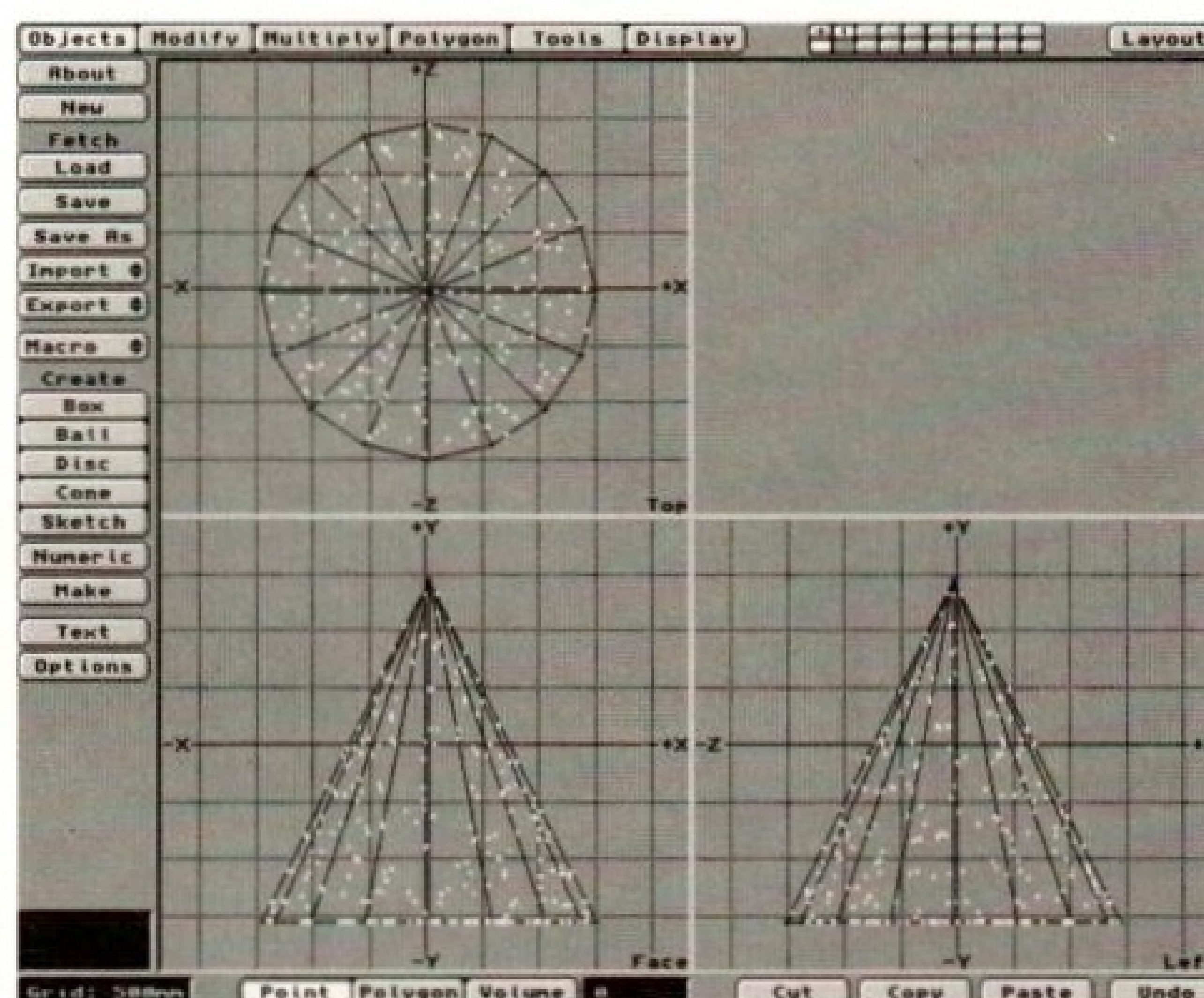
Sparks

Particles are in fact, jolly useful. A particle is simply a little blob, a single-dimensional object, a point in space and time. Great, you think, so I can include characterless blobs in all my pictures, how incredible. Ah yes, but they are very useful, especially when trying to generate effects like fog, smoke, snow or rain, and of course sparks.

Lightwave and *Imagine 3.0* both include particle systems, but while both of these programs enable you to add particles to your scenes, they don't go out of their way to help you use them. The difficulty is that if you are dealing with particles for an effect like rain, you are going to use quite a lot of them. Even with straight, top to bottom rain, where the motion path is very simple, you have to do a lot of work.

That is where *Sparks* can help out. It is a separate program, designed to control *Lightwave* through macro commands. Each particle can be controlled by the software to react to abstract forces such as gravity and wind.

Sparks works in conjunction with *Lightwave*, but it can also generate scenes on its own. The basic process is to generate a number of points in the modeller, and pass their spatial co-ordinates on to *Sparks*. The points are then assigned to particles, and any movement or interaction is calculated over a series of frames. A *Lightwave* scene is then generated, which you can just load into *Lightwave* and render at your convenience.



To get the best out of *Sparks* it should be run alongside *Lightwave*, so that data can be passed between the two programs using macros. This one grabs the positions of the points so they can be replaced by particles.

Be warned that rendering a large number of particles is very slow, certainly a yawnmaker. You can measure rendering times by the number of times leaves sprout on trees, turn yellow, then brown and drop off. However, they are the only way to get realistic effects like fireworks, rain, snow, noxious gasses, smoke, jet thrusters and all sorts of other things.

MANUFACTURER
Jon Tindall

DISTRIBUTOR
Premier Vision 0171 721 7050

PRICE
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SYSTEM REQUIREMENTS
***Lightwave*, WB2.0**

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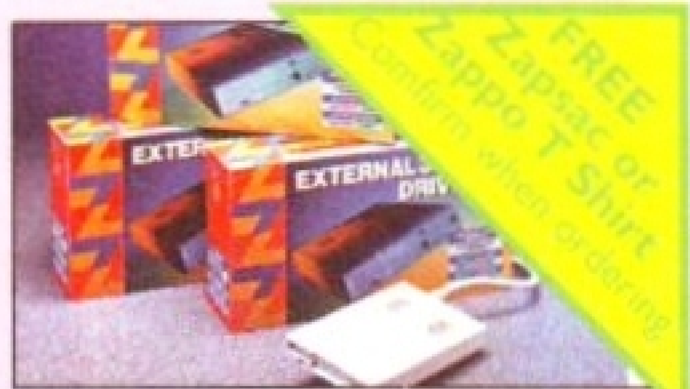
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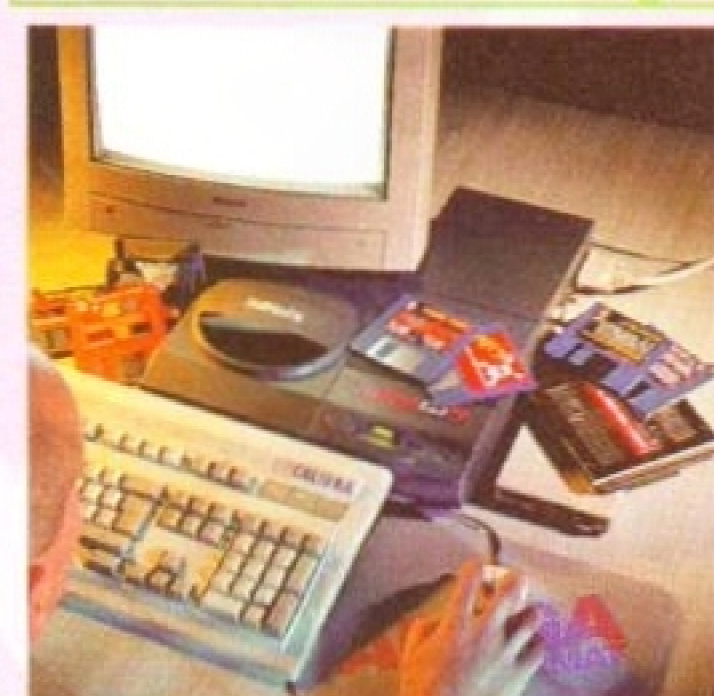
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Video Backup System 3.0

Jason Holborn investigates a new package designed to alleviate the stress of backing up your hard drive.

AMIGA FORMAT GOLD

Hard drives are wonderful things but they can also be a source of frustration if they develop read-write errors. Programs like *Ami-Back Tools* and *Upper Disk Tools* allow you to save much of your data in the event of a hard disk crash, but why risk losing valuable data at all?

The logical answer is to back up your hard disk on a regular basis so that when the unthinkable happens, you at least have a copy of all your important programs and files. Unfortunately, most of us relish the thought of backing up a hard drive to floppy disks with the same enthusiasm as driving a truck over our beloved Amigas.



VBS's new optimised back-up modes pack more data on to a video tape much faster than before.

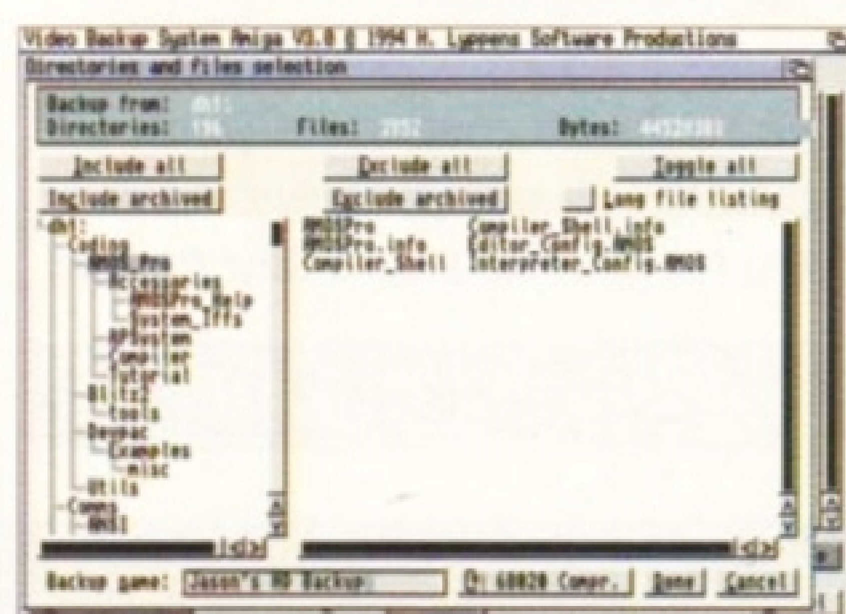
Dutch Amiga developers Lyppens Software Productions (LSP) have provided a solution with the release of version 3.0 of their acclaimed *Video Backup System*. *VBS* allows you to back up the contents of your hard disk to tape. Unlike other systems, however, *VBS* doesn't rely on an expensive tape streamer – instead it uses a domestic video recorder and a VHS video tape.

Two versions of *VBS* are available to cater for the different types of connectors on domestic video recorders – older VCRs use phono connectors but newer ones use the very unfriendly SCART connector.

Two types of back-up system are offered – floppy and file. Floppy back-up is handy if you have a large collection of floppy disks that you want to back up – *VBS* simply transfers each disk to video tape on a track by track basis. File back-ups are more useful if you're backing up a hard disk drive although it also works on floppy disks and even files held in the RAM-disk. *VBS* lets you choose which files are backed up if you don't want to stream the disk's contents to tape en masse.

Once you've told *VBS* what to back up, it transfers the information to video tape. To help you identify which video tapes contain what files, *VBS* records a visual header on to the tape which displays the name of the back-up, when it was created and from where. Restoring information is just as easy and, thanks to some clever error checking algorithms, *VBS* ensures that none of your data is lost.

The only problem with *VBS* is that it takes ages to back up and restore a hard disk volume. Even when using *VBS*'s best compression system, throughput is limited to around 130Mb per hour. Unlike backing up to floppy, however, you can leave *VBS* to get on with it. Minor gripes aside, *VBS 3.0* is a must for all hard disk owners.



To decrease the time *VBS* takes to back up a hard disk, files that you don't want can be omitted from the back-up list.

VIDEO BACKUP SYSTEM 3.0

DISTRIBUTOR
Power Computing 01234 273000

PRICE
£59.95

SPEED ●●●
Backing up a large hard disk does take a very long time but at least you don't have to constantly swap disks.

MANUAL ●●●●
A well-written and easy-to-follow tome that provides all the essential information required to get the program up and running.

ACCESSIBILITY ●●●●
Once you've wired everything up, *VBS* is very straightforward to use.

FEATURES ●●●●
The original *VBS* was great but version 3.0 is even better.

VALUE ●●●●
Rather expensive considering the simplicity of the included leads but, for peace of mind alone, *VBS* is worth every penny.

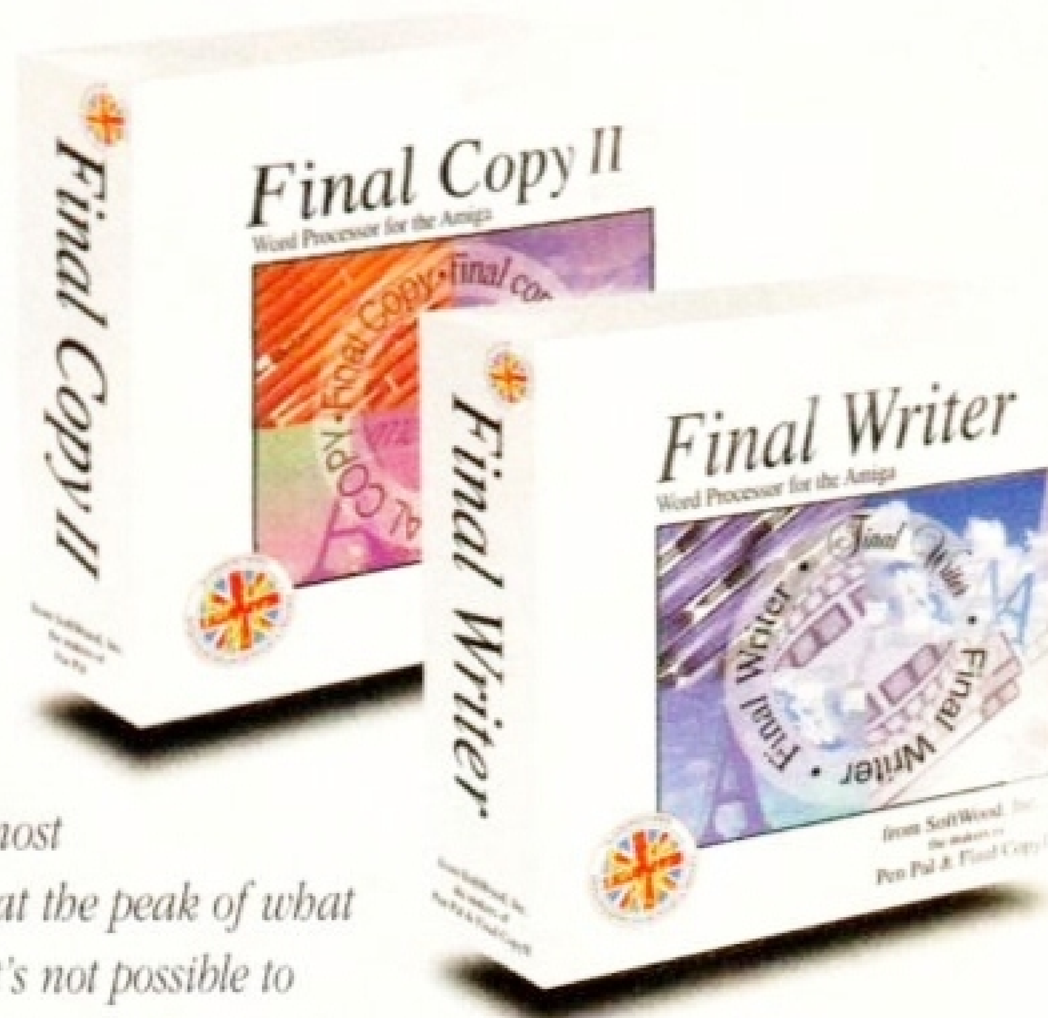
"If you own a hard disk-based Amiga, then VBS 3.0 should be at the top of your Christmas list."

92%

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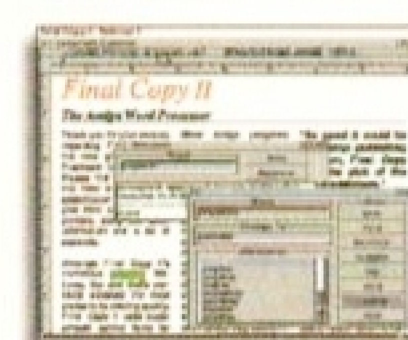
When your software repeatedly wins the highest accolades in reviews worldwide, what do you do? Work even harder to stay ahead of course! Final Writer Release 2 is the latest result of our intensive development - it's even easier to use, and even more powerful. It's the best there is, and it's designed for those who expect the most from their Amigas. But, if you don't have a hard drive system, don't despair, we can still help. At SoftWood we offer you a choice of two Word Processor/Page Publishing packages. But why TWO? Well, this means that whatever specification Amiga you have, SoftWood have the perfect solution for your requirements - and always the most powerful possible for your system. Final Copy II is at the peak of what can be achieved when running with twin floppies, it's not possible to offer more without losing performance. Final Writer is the first and only hard drive compulsory Amiga word processor; the only package that doesn't make compromises to be floppy compatible!





Final Copy II Release 2

Our word processors go beyond simply producing normal letters and documents, at which they naturally excel, and progress into a world where "how the whole document looks" is just as important as "what it says". Admittedly, this can be achieved with Desk Top Publishers - but they're not so easily used as word processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. *Final Copy II* offers the perfect balance between the two requirements... Ease and speed of use, with total control over the perfect printed presentation.



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It's features like these that explain why there are some professional magazines, with 200+ pages, that are produced entirely with *Final Copy II*! Publishers, and many others, have quickly discovered that...

No other Amiga Word Processor in the same category, and at such a competitive price, has all the capabilities *Final Copy II* users have always taken for granted! Isn't it time for you

SoftWood Direct Price: £49.95

The SoftWood Advantage...

Final Copy II (upgradable to Final Writer as your needs grow) and Final Writer are the only word processors that give you ***PerfectPrint***™ *- a unique printing advantage giving silky smooth Industry Standard Adobe™ Type 1 or Nimbus Q scalable outline fonts direct to* ***any*** *printer (even dot matrix and ink jet), in both landscape and portrait. Others use a restrictive and unnecessary jumble of different fonts with complex driver programs for outputting to various printers. The launch of Final Copy II introduced* ***FastDraw***™ *- a special set of structured drawing tools for constructing lines, borders, arrows, circles etc. directly on the page.*

Final Writer, extending innovation...

Now, as others are just starting to add similar features, saying they're 'revolutionary', Final Writer extends the innovation further with ***FastDraw Plus***™ *- adding even faster and more functional options, including a new rotate command. Final Writer Release 2 is again leading the way with the introduction of* ***TouchTools***™ *and* ***PowerUser Bar***™ *technologies. These features give the user a definable area at the top of each document window where up to eight "one-touch" button strips can be configured. Each strip contains easily customisable sets of functions giving instant access to all the major commands/features - with a simple click of the mouse! There is even a set of buttons allowing "one-touch" selections of font style and size plus variations including Plain,* ***B****old, Italic and Underline!*

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"What the Papers Say..."

Amiga Shopper... *"Final Writer is the closest thing to Microsoft Word to appear on the Amiga"* **Amiga Computing...** *Final Copy II voted "Best DTP Package"* **Amiga Shopper...** *"If ever there was a good reason to buy a hard drive for your Amiga, Final Writer* **is** *that reason - Amiga Word Processing has come of age with Final Writer"* **Amiga Format...** *Final Copy II is "The Best Word Publisher"* **Amiga Pro...** *"In comparison (to Wordworth 3), Final Writer 2 is slick, solid and reliable and... is a damn site more usable"* **Amiga User International...** *Final Writer is "a powerful program that produces excellent results"* **Amiga Computing...** *Final Writer is "easily the most configurable Amiga WP ever"* **CU Amiga...** *Final Writer is the "most powerful WP ever to grace the Amiga"* **Amiga Format...** *"I'd go for Final Writer over Wordworth (3) - Final Writer is a joy to use"*

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our Laurels...



Final Writer Release 2

Final Writer was launched last year with the power user in mind. It is the Amiga's only Hard Drive compulsory word processor - neither performance nor features have been compromised to maintain compatibility with floppy drive only systems. As well as having a unique list of features for the author of longer documents and publications - automatic indexing, table of illustrations, table of contents and bibliography generation - *Final Writer* with its **TextBlocks**™ was the first word processor to put a character (or group of characters) anywhere on the page, at any size and any angle. It offers a virtually unlimited ability for effects with graphics *and* text. Just like *Final Copy II*, *Final Writer* also includes **PerfectPrint**™ and has a set of tools to create structured graphics with **FastDraw Plus**™ (now with additional functionality that includes new options like rotation). And... you can also access features unique to SoftWood with both the **Touch Tools**™ & **PowerUser Bar**™ "one-touch" technologies. Simply 'clicking' a button, means you can define, change and save such things as the 'Paragraph Styles' (ie. Font, Font Size, Text Position, Bold, Italic, Underline etc.) and 'Layout Options' (left, right, centre or justified, bullets, line spacing, indents etc.). The options you have through single button selections are nothing less than remarkable! Indeed, one magazine heralded these as "the closest thing to Microsoft Word to appear on the Amiga"! Also uniquely, *Final Writer* can import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we supply a hundred free with the package) to *any* printer (>2mb system RAM required).



Actual Clip Art as Supplied

And... if you own a PostScript printer *Final Writer* is the only word processor with a set of output options including scaling, crop marks, thumbnails, and half- toning. Combine features like ARexx/Macros and **Text Clips**™, with others new to *Final Writer*, including floating palettes and UNDO/ REDO (on text, formatting *and* graphics actions) - and you have... ***Final Writer Release 2.***

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We recently surveyed a sample group from of our tens of thousands of users asking for their opinions or comments about our software. The results were overwhelmingly positive with many users saying that **they regretted not buying *Final Copy II* or *Final Writer* much sooner!**

When we asked them why they hadn't, the most common answers were price and availability, combined with the fact that they often had another word processor they'd owned for some time - or had received free. They couldn't see the need to upgrade! Once they had however, and found just how much more easily and more productively they could work, and how much better the output could be from their own printer... **they couldn't believe what they'd been missing!**

When you can buy a brand new Amiga for under £300, it's obvious that software has got to be priced competitively. Even now though, some Amiga software vendors are raising their prices to counter faltering sales. Some even charge you, again and again, each time you call them for support! Our increasing sales mean we can now lower our prices to the best we've ever charged! Buying from SoftWood Direct ensures you get **the Best Possible Software at the Best Possible Price!**

But... don't just take our word for it; magazine reviews of Amiga word processors in the UK, and worldwide, have bestowed higher marks and more awards on *Final Copy II* and *Final Writer* than any others. We prefer not to say we're number one - the experts do it for us! Our packages have consistently been acclaimed for their "bullet-proof" reliability right from the day of launch. SoftWood software **works first time, every time!**

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Video Options Card

For a machine designed for video work, the A4000 is surprisingly video unfriendly. Jason Holborn thinks he may have found a card to make it more affable.

In the few short years that Lola Marketing have been trading, they have rapidly established themselves as a real force in the UK desktop video market. Lola's first foray into the Amiga video market was with their MiniGen genlock, a budget-priced genlock that achieved an impressive 78 per cent in our round-up of genlocks in Issue 64. For more advanced video users, Lola also have the MiniPro which offers better picture quality, full fade controls and a sturdy case for just £149. This little beauty earned an even more impressive 82 per cent.

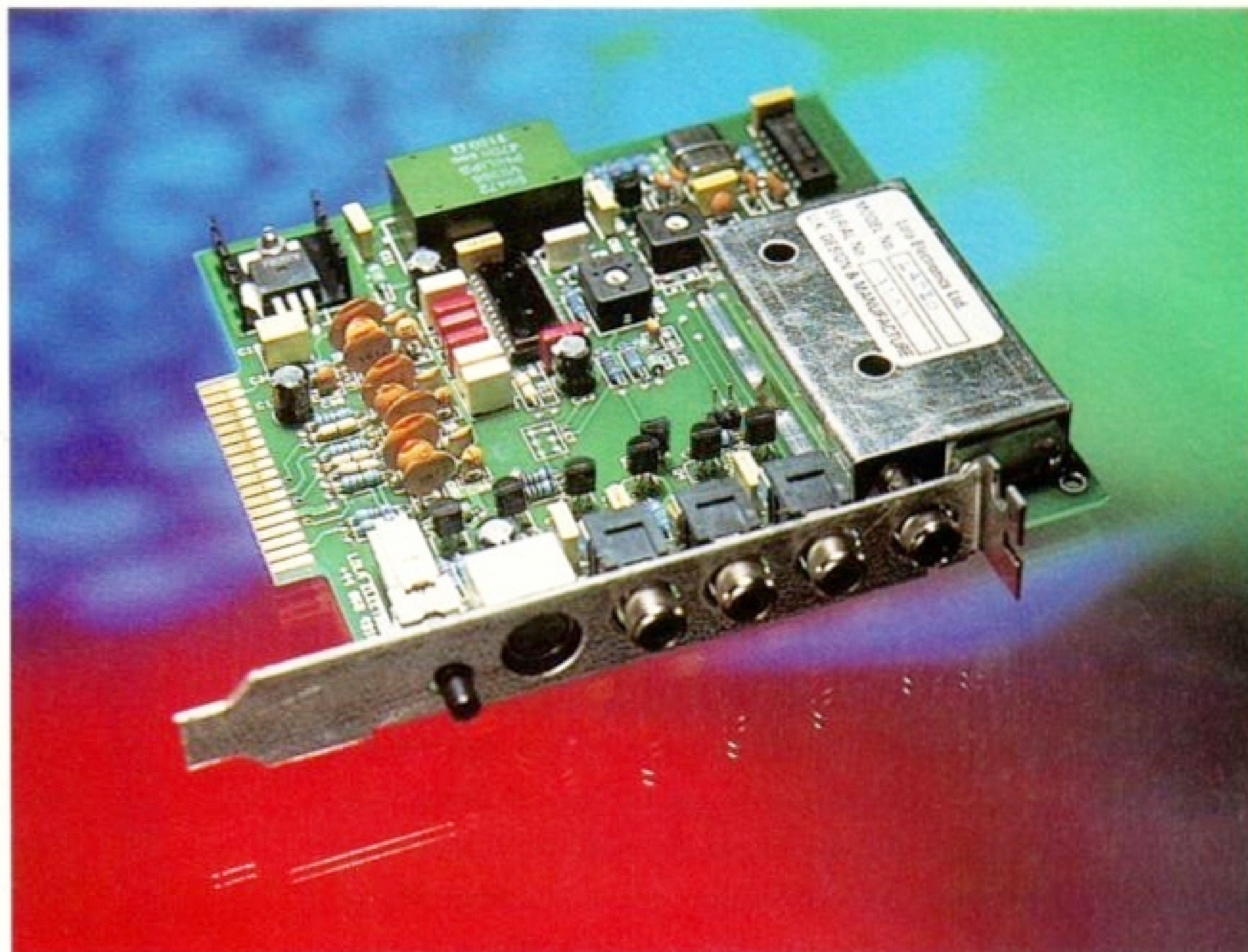
Lola's latest offering is something of a departure for the company because it's not a genlock. Despite this, Lola are still targeting video users with either an A2000/1500, A3000 or an A4000.

The Lola Video Options Card is a small and unobtrusive device that plugs into the video slot of any big box Amiga. Offering more video outputs than most of us are ever likely to need, the card is particularly useful if you don't already have a genlock because it provides outputs for a selection of different video signal formats including RF modulated, colour composite and S-VHS.

The first of these output formats, RF modulated, provides essentially the same output as the A1200's TV modulator. Some would argue that an RF output on an A4000 is about as useful as a hairdryer in a hurricane, but think about it – if you're using your A4000 for public presentations, what better way of displaying the video output from your Amiga than on a large TV? OK, so most modern TVs can handle RGB signals fed to them through a SCART socket but what do you do if the TV doesn't have a SCART connector? Although RF may not offer the best picture quality, it's good to have it as a fallback.

The Options Card provides three separate composite video outputs which – although nothing special if you're using an A2000 or an A3000 – A4000 owners should be particularly pleased with.

Even if you do have an A2000 or an A3000, the Option Card's outputs have one major advantage over Commodore's own video efforts – they're in full colour. Quite why Commodore saw fit to make the composite outputs on these two machines monochrome defies logic. Once again, these connectors provide considerable potential for public presentations, although I'm not sure that I would trust those flimsy phono connectors (BNC plugs make so much more sense).



Feed the video output from your Amiga into anything from a domestic TV to a high resolution S-VHS video deck with Lola's Video Options Card.

Finally, we come to the Option Card's last output which is probably the most useful of them all – SuperVHS. S-VHS support isn't of great use to most video users but if you own either a television or a video recorder capable of accepting video in the higher resolution S-VHS format, the Options Card is an absolute boon. S-VHS compatibility is perhaps the Option Card's greatest asset as, for the price, no other device comes close. The cheapest alternative is a dedicated S-VHS genlock and that would set you back around £250.

Lola's Video Options Card is an impressive piece of kit that achieves its aims admirably, but I can't help thinking that anyone who would need such a product would probably be better off going for a genlock.

OK, so a decent genlock costs you more (especially if it's a SuperVHS model), but at least you have the advantage of video overlay. And, if you're intending to perform any sort of video work, a dedicated genlock would provide greater flexibility.

There's no doubt that the Video Options Card is a good product but its market is severely limited. If you don't need the extra capabilities of a full-blown genlock, the Options Card provides a viable alternative.

VIDEO OPTIONS CARD

DISTRIBUTOR
Lola Marketing 01858 880182

PRICE
£150

FEATURES ●●●●
Three composite outputs, and RF output and S-VHS compatibility – what more could you want?

MANUAL ●●●●
The process of installing the Options Card is explained in clear and easy-to-follow steps.

ACCESSIBILITY ●●●●
Connecting the card to your A4000 is simplicity itself.

VALUE ●●●
Rather overpriced unless you desperately need S-VHS compatibility. If you don't, buy a genlock instead.

"The Video Options Card provides a no-nonsense set of good quality video outputs."

75%

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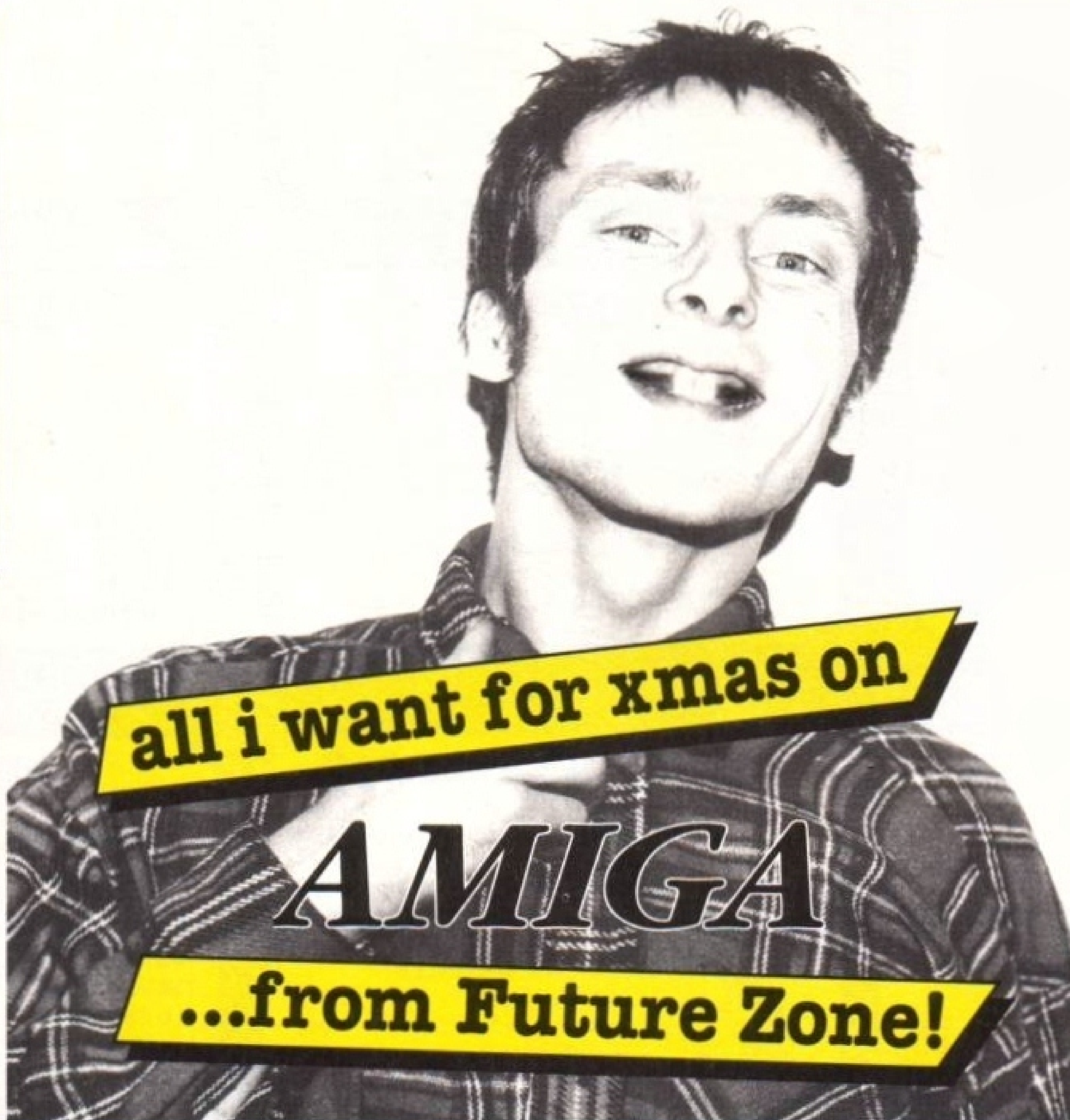


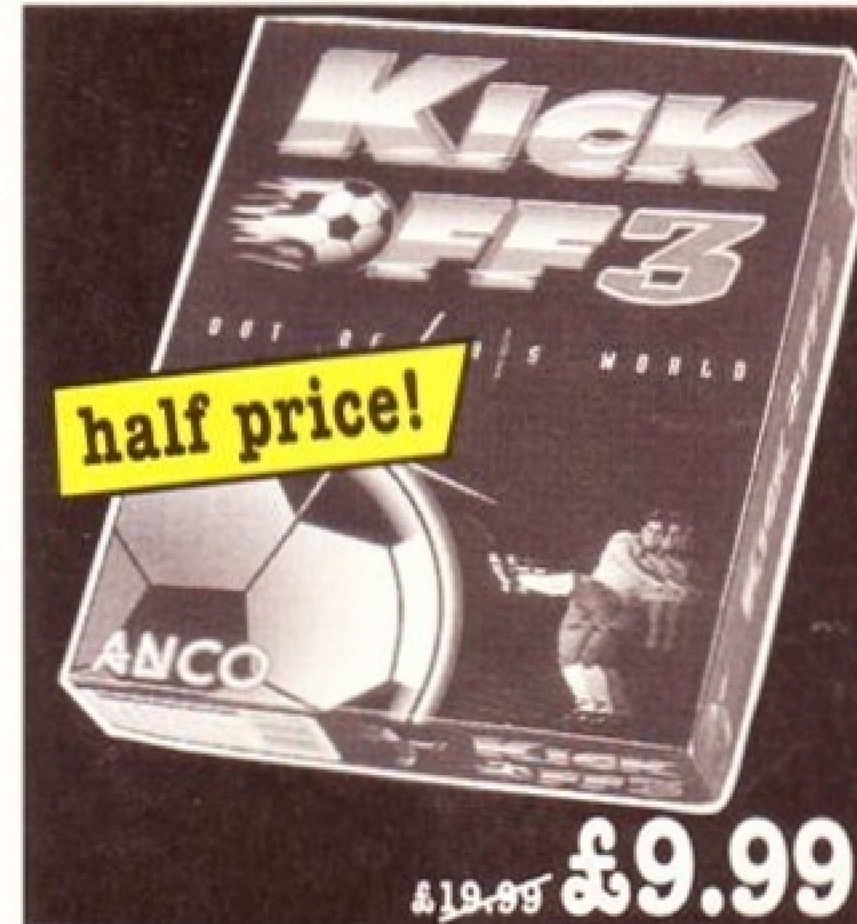
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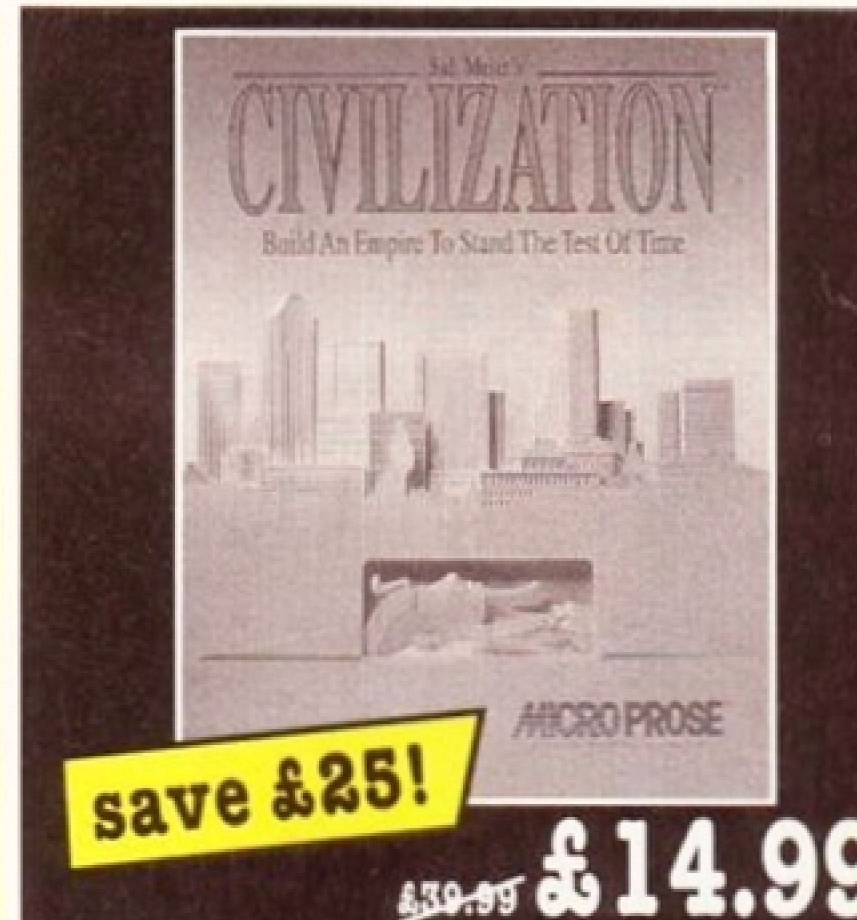


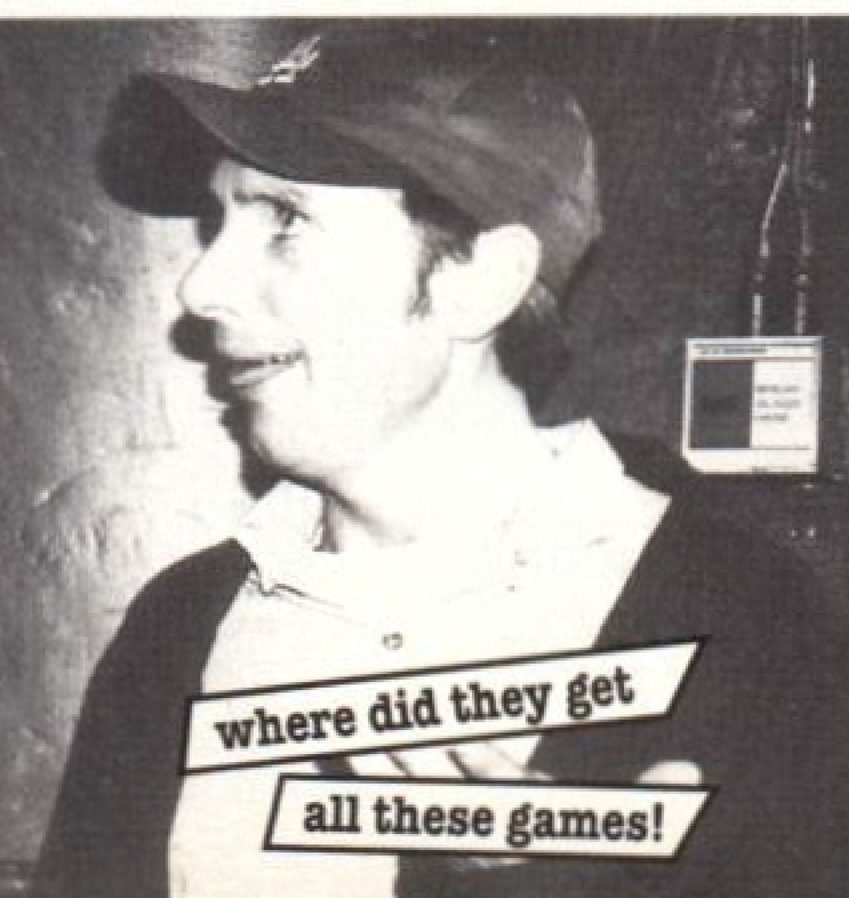








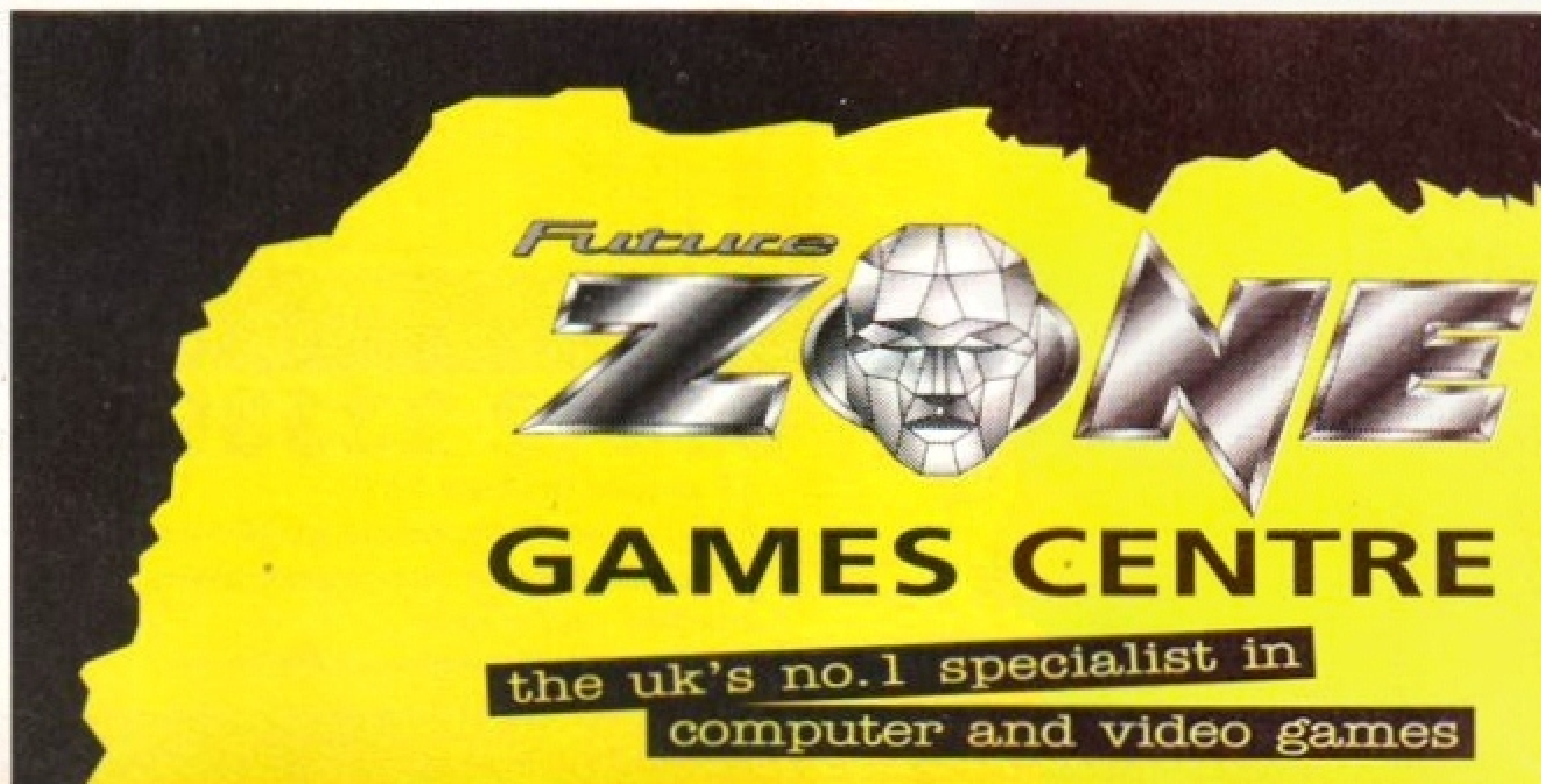




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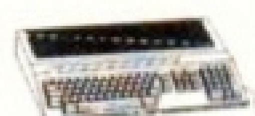


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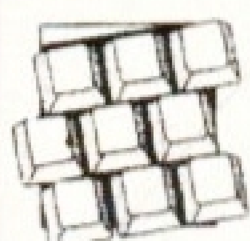
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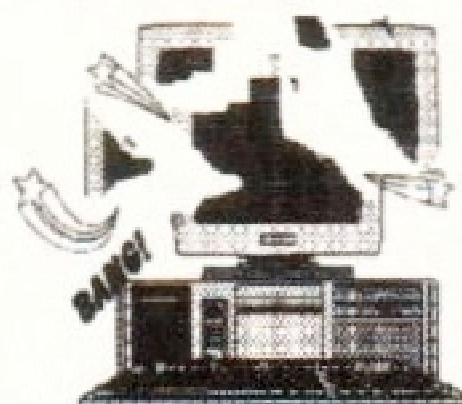
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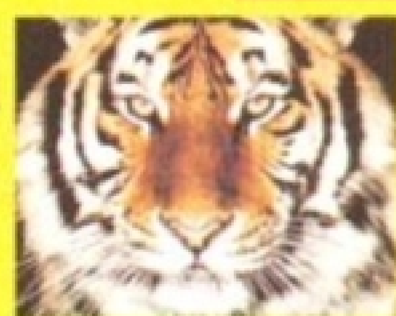


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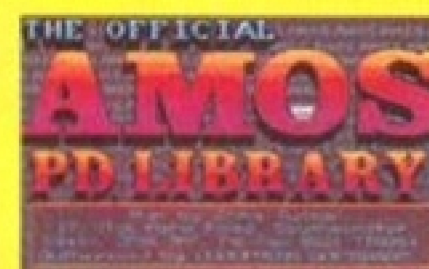
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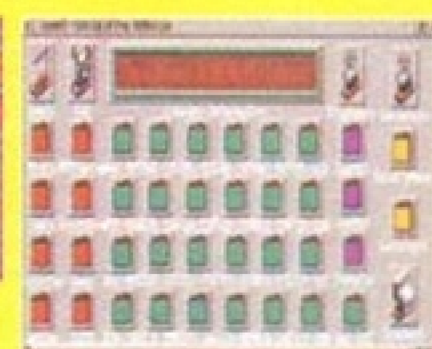
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Amos CD

THE OFFICIAL AMOS PD LIBRARY ON COMPACT DISC

The Official Amos PD Library is the largest source of Amos related source code and programs in the world today. The library is run by Len & Anne Tucker and is endorsed by Europress Software, the publishers of Amos and Amos Pro. This compact disc contains the entire library from disk 1 to 620, each one arranged in it's own directory and catalogued. The disc contains in excess of 33,000 files with over 1600 Amos source code files, 100 sprite banks, 260 Ctext banks, 800 samples, numerous music banks and several extensions to Amos & Amos Pro. Workbench is also included as are Parnet and Sernet to allow transfer of the contents across a network from both the CDTV and the CD^{32}. This CD is truly a testament to the immense following that Amos and Amos Pro has achieved in the past few years and represents thousands of man hours of writing Amos code which will prove to be an invaluable source of help and tuition to the Amos user. The Amos PD Library contains many games and Utilities which will prove interesting to the Amos user and non-Amos user alike. Imagine the entire contents of a PD. Library on one CD. All this for only **£19.95**





Compatible with all Amigas

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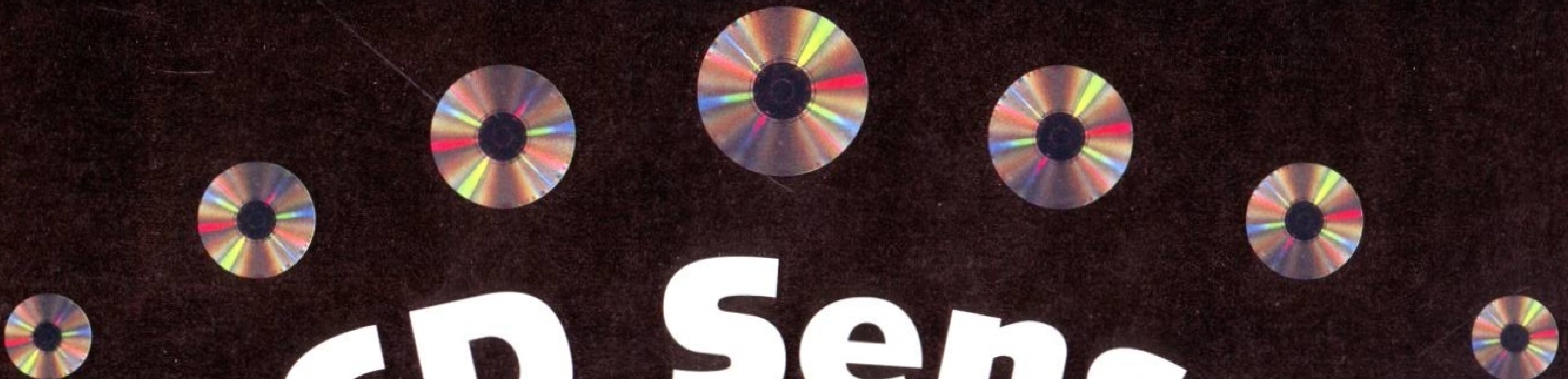
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The CD Sensation



Launch your Amiga into a whole new world of software spanning hundreds of megabytes of CD-ROM storage. Jason Holborn is your guide in our 7-page special.

Few developments in computer technology have caused the same astonishing impact as the CD-ROM drive. Although developments such as faster processors, 24-bit video cards and 32-bit operating systems have passed most users by without causing too much of a storm, the CD-ROM format has revolutionised computer use.

Before CD-ROM made its mark, programmers were forced to work to strict storage restrictions which severely limited what they could produce. The CD-ROM format has changed all that. Costing little more than a floppy disk to duplicate en masse, programmers now have more than 600Mb of storage to play with on a single disc. This colossal capacity has allowed programmers to produce CD-ROM titles that couldn't even be squeezed on to most Amiga user's hard disks – encyclopedias, interactive reference 'books' and even entire PD libraries.

Multimedia finally came of age with the widespread acceptance of the CD-ROM format and developers are now able to produce truly interactive reference works that combine text, animation, sound, music, scanned images and full motion video on a single disc. What's more, the Amiga is still at the forefront of these developments with the release of many quality CD-ROM multimedia titles. Even if you have no interest in playing the large range of CD-ROM games available, there's an impressive array of CD-ROM titles for the more serious Amiga user. If you're a PD fan, for example, why pay £3 for a floppy disk containing just one title from a PD library when you could have the entire range for only £17 more?

Over the next five pages we'll introduce you to the hardware and software in the biggest ever *AF* guide to the world of CD.

Continued overleaf ➡

SNAP HAPPY CD

A relatively new development in CD-ROM technology is Kodak's PhotoCD format which allows you to transfer photographs on to a CD. Once you've got a disc filled with images, you can then use a PhotoCD reading program such as BlitterSoft's *PhotoWorx* to extract the pictures from the CD as bitmapped images. And because the images have been professionally scanned by Kodak, the image quality is excellent.

Most shops that offer photo development now also provide a PhotoCD transfer service – usually this costs about £5 for a blank CD with each image costing around 40p to transfer on to the CD (although this price fluctuates according to the complexity of your requirements). Each PhotoCD disc can hold a maximum of 100 PhotoCD images. OK, so you might not want to transfer 100 photos in one go but the bods at Kodak have managed to solve this problem too.

By using multisession discs, any additional photos can be transferred on to an existing PhotoCD disc fairly easily. If you want to be able to read a multisession PhotoCD disc, however, you must make sure that your CD-ROM drive is XA (multisession) compatible. Commodore's A570 CD-ROM drive for the A500 isn't PhotoCD compatible, for example, but the CD32 and the entire range of A1200 CD-ROM drives can read multisession PhotoCD discs.



Who needs an expensive 24-bit colour scanner when you can pay Boots to put high-quality images on to a PhotoCD?

Zappo CD-ROM

£199 ■ Indi Direct ■ 01543 419999


The Zappo CD-ROM drive is compatible with most CD^{32} games and also leaves the A1200 trapdoor slot free to add RAM expansions.

FEATURES ●●●●●
The Zappo's impressive specifications cover every CD-ROM requirement.

ACCESSIBILITY ●●●●
Apart from the separate software boot disk, getting up and running is easy.

VALUE ●●●●
£200 for a double speed, multisession drive that runs CD^{32} games is great value.

"In terms of value and performance, nothing comes close to the Zappo CD-ROM drive."

82%

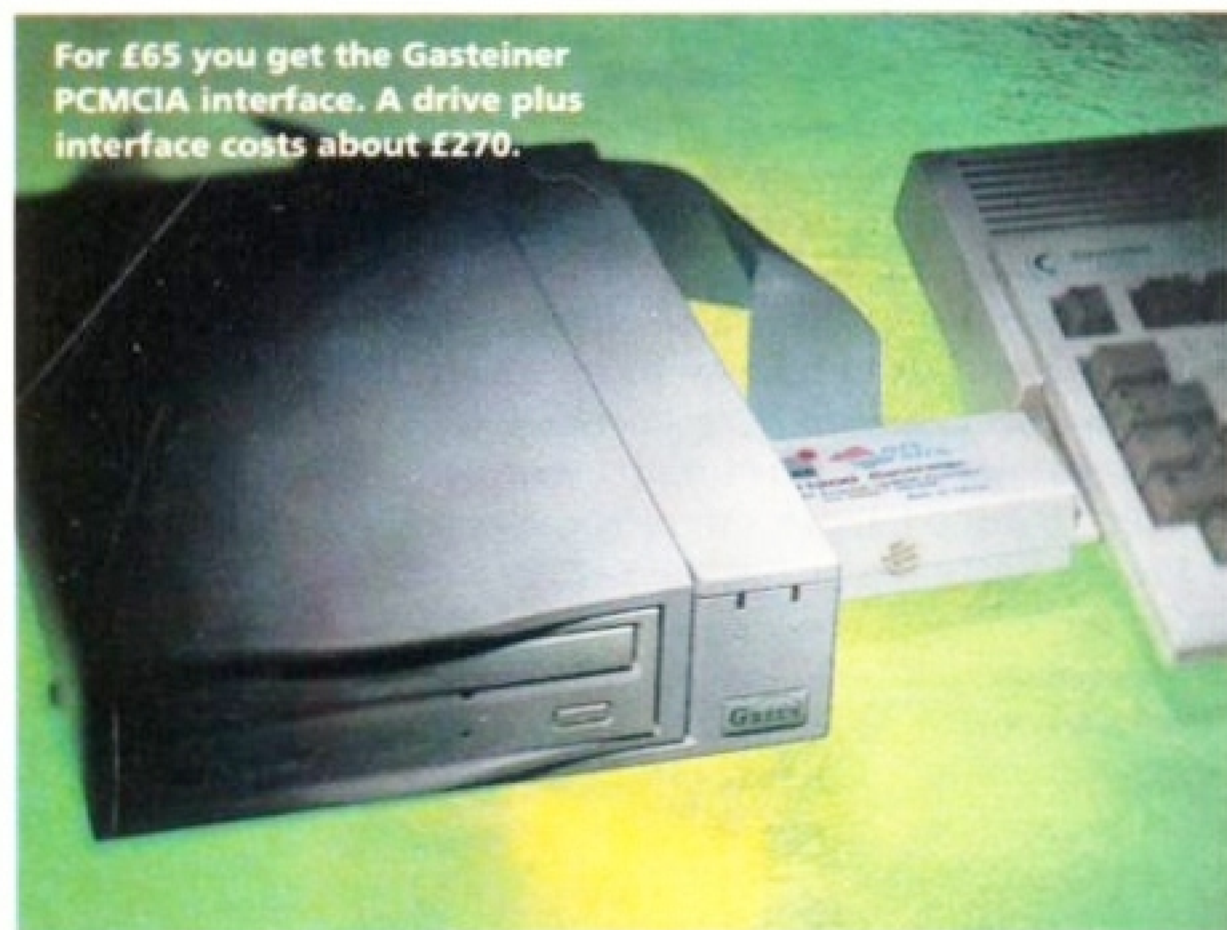
Exclusively reviewed in Issue 62 of *Amiga Format*, Indi's Zappo CD-ROM drive is selling like hot cakes. So much so, that it's probably done more to kick-start the Amiga CD-ROM market than any other product. Developed by French hardware wizards Archos Developments (the team behind the OverDrive PCMCIA hard drive), the Zappo CD-ROM provides A1200 owners with a double speed, multisession CD-ROM drive capable of running most CD^{32} games.

What attracted many A1200 owners to the Zappo CD-ROM drive (apart from its CD^{32} compatibility) was the fact that, unlike Commodore's planned CD1200 drive, the Zappo drive doesn't occupy the A1200's trapdoor slot (effectively making it impossible to add additional 32-bit Fast RAM and maths co-processors to the machine). Instead, the Zappo drive connects to the A1200's PCMCIA port leaving the trapdoor free to add further expansion via the trapdoor slot.

All of the software required to get the Zappo drive up and running is provided with the unit. Archos include software which emulates the CD^{32}'s Akiko chip and a dedicated device driver for accessing CD-ROM discs from the Workbench. Also included are both PhotoCD and CD audio utilities. Although still not 100 per cent compatible with all CD^{32} games, the Zappo CD-ROM drive is still just about the best dedicated Amiga CD-ROM drive currently available.

Gasteiner CD1200

£65 ■ Gasteiner ■ 0181 345 6000


For £65 you get the Gasteiner PCMCIA interface. A drive plus interface costs about £270.

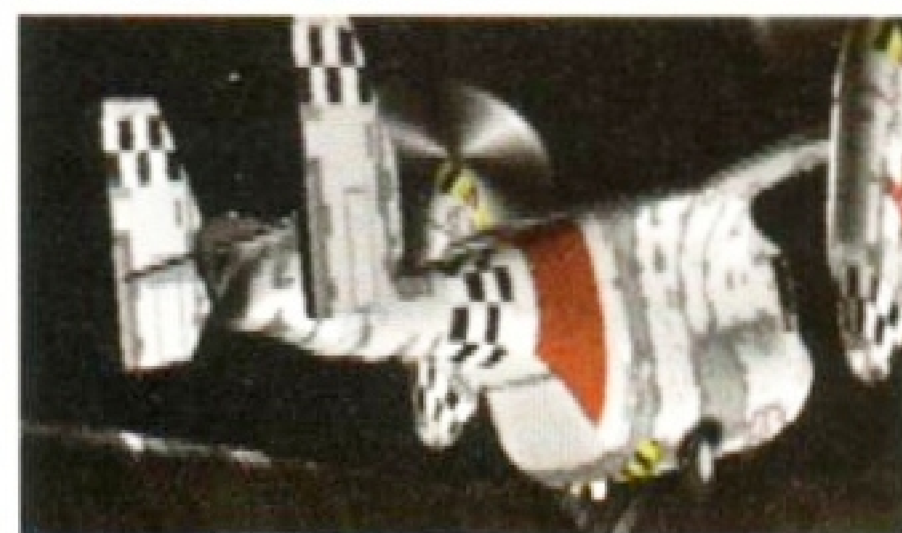
Hot on the heels of the Zappo CD-ROM drive, Gasteiner were quick to release their CD1200 controller for the A1200. Unlike the Zappo drive, the CD1200 is simply a PCMCIA CD-ROM interface which is designed to allow any A1200 to connect to an externally-cased Mitsumi LU-005S, FX-001S or FX-001D CD-ROM drive. Until recently, the CD1200 didn't really pose any real threat to the Zappo CD-ROM because it lacked the vital ingredient of CD^{32} compatibility.

However, BSC, the German developers of the CD1200 interface, have since released a software upgrade for the CD1200 which provides it with full CD^{32} compatibility. Version 2 of the CD1200 driver software fully emulates the workings of the CD^{32}'s Akiko chunky to planar chip allowing games such as *Microcosm* to work perfectly when used with a suitable double-speed drive (the Mitsumi FX-001D, basically). Gasteiner can provide an externally cased drive for £239.

Although the Gasteiner CD1200 performs perfectly well, it loses marks because of its rather high price. The drive plus interface would set you back almost £270. The build quality of the externally-cased CD-ROM drive also leaves a lot to be desired when compared to the Zappo CD-ROM drive.

60%

A4000 CD^{32}


Thanks to Blittersoft's CD^{32} emulator software, you can now run CD^{32} games such as *Microcosm* on an A4000 equipped with a CD-ROM drive.

Although it's now fairly easy to add a CD-ROM drive to an A4000, it's not possible to run most CD^{32} games on such a set-up. Straight Amiga ports will run, but it's games like *Microcosm* and *Mega Race* that Amiga owners want to get their hands on. Reacting to public pressure, Blittersoft have launched a new software package which claims to provide A4000 owners with full CD^{32} compatibility.

Installing as a separate device driver, the CD^{32} emulation software is similar to the emulation firmware built into the Zappo drive, which emulates the workings of the CD^{32}'s Akiko chip which is used extensively by the likes of *Microcosm*. Even games that don't use the Akiko chip may not run on a standard A4000 CD-ROM and so Blittersoft's emulator can help here too. Contact Blittersoft on 01908 220196.

Tandem Controller

£65 ■ Gasteiner ■ 0181 345 6000

The Tandem Controller gives A4000 owners CD³² compatibility, but it isn't a multisession unit.



FEATURES ●●●
The lack of support for multisession discs is a major omission.

ACCESSIBILITY ●●●●
Installing the card and a suitable CD-ROM drive is surprisingly straightforward.

VALUE ●●●●
This is a cost-effective way of getting into CD-ROM for big box Amiga owners.

"If you can live without multisession support, this controller is a good choice."

80%

Tandem's CD+IDE controller is a plug-in card for all big box Amigas (such as the A1500, B2000 and A4000) which provides compatibility with the Mitsumi LU-005 or double-speed Mitsumi FX-001D plus a full blown IDE hard drive interface. Manufactured by BSC, the German company responsible for the Gasteiner CD1200 interface, the Tandem Controller provides a cheap and reliable method of adding a CD-ROM drive to the big box Amigas.

Like the CD1200 controller, BSC now provide a new release of the controller software which gives full CD³² compatibility when the controller is used on an A4000, although owners of the pre-AGA big box Amigas obviously can't take advantage of this feature.

Most A4000 owners wouldn't buy the Tandem interface just to play CD³² games, which is precisely why the Tandem comes complete with all the necessary driver software required to access CD-ROM discs through Amiga applications. If you've upgraded to Workbench 3.1, the Tandem is even fully compatible with Commodore's own CD-ROM filing system.

Surprisingly, the Tandem controller can only handle single-session PhotoCD discs which means that you can't get more pictures added to the original disc. BSC claim to be working on an upgrade to overcome this limitation and, this minor gripe aside, the Tandem controller is a good choice for A4000 owners.

CBM CD1200



The CD1200 drive should be on sale shortly after the buy-out of Commodore is completed.

Still waiting in the wings is Commodore's much vaunted CD1200 drive which was reviewed way back in issue 59 of *Amiga Format*. Commodore's recent troubles have held back the CD1200 drive's release but it should be on sale for approximately £230 when the future of the company is finally decided.

The CD1200 is perhaps the only A1200 CD-ROM drive which can claim to be 100 per cent compatible with CD³² software thanks to a real Akiko chip and Kickstart 3.1, both of which are built into the interface unit. Unlike the competition, however, the CD1200 is the only A1200 CD-ROM unit that does not connect to the PCMCIA port.

For reasons known only to the designers, the CD1200's interface unit connects directly to the A1200's trapdoor connector. This means you can't connect a RAM expansion or accelerator to the A1200 when the CD1200 is connected, although the drive does provide a slot for a single 72-pin SIMM module.

CHOOSING A CD-ROM DRIVE



It may only be single speed and not PhotoCD compatible, but Commodore's A570 is still a great way of getting hold of PD software on CD-ROM.



If you have an Amiga equipped with a SCSI interface, it's perfectly possible to connect a SCSI CD-ROM drive such as this Toshiba XM-4101B to your machine.

Buying a CD-ROM drive for an A1200 is fairly straightforward because all A1200 drives use mechanisms capable of handling the entire range of CD-ROM software. You should be wary, however, when buying a CD-ROM drive for an A4000 one designed for pre-AGA Amigas.

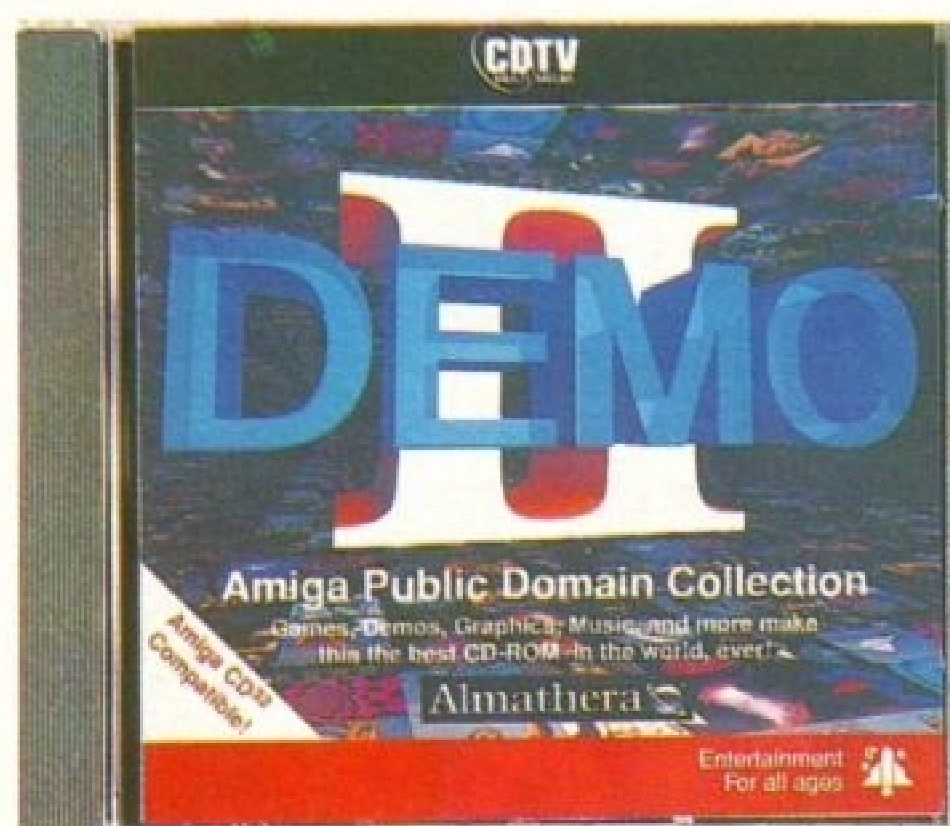
If you want a SCSI or IDE CD-ROM drive for an A4000, ensure that it offers at least double speed data transfer rates and is multisession compatible. The advantages of a double-speed drive are obvious – it can transfer data to your Amiga twice as fast as a single-speed drive – but multisession compatibility is only useful if you need to read images from a PhotoCD disc.

The choice for A500 owners is somewhat limited. Commodore released the A570 CD-ROM drive several years back and although it's cheap and cheerful (some *AF* advertisers sell it for as little as £99), the A570 uses a single-speed mechanism and is not multisession compatible, but is still a worthwhile purchase.

The other option for the A500 is to add an external SCSI CD-ROM. Most A500 hard drives feature SCSI interfaces which are adequate for connecting a SCSI CD-ROM drive. All you then need is a CD-ROM filing system, many of which can be found in the PD libraries, to tell your Amiga how to communicate with the drive.

Demo Collections

Huge demo collections are now available on just one CD. Here we rate and review all the top discs.



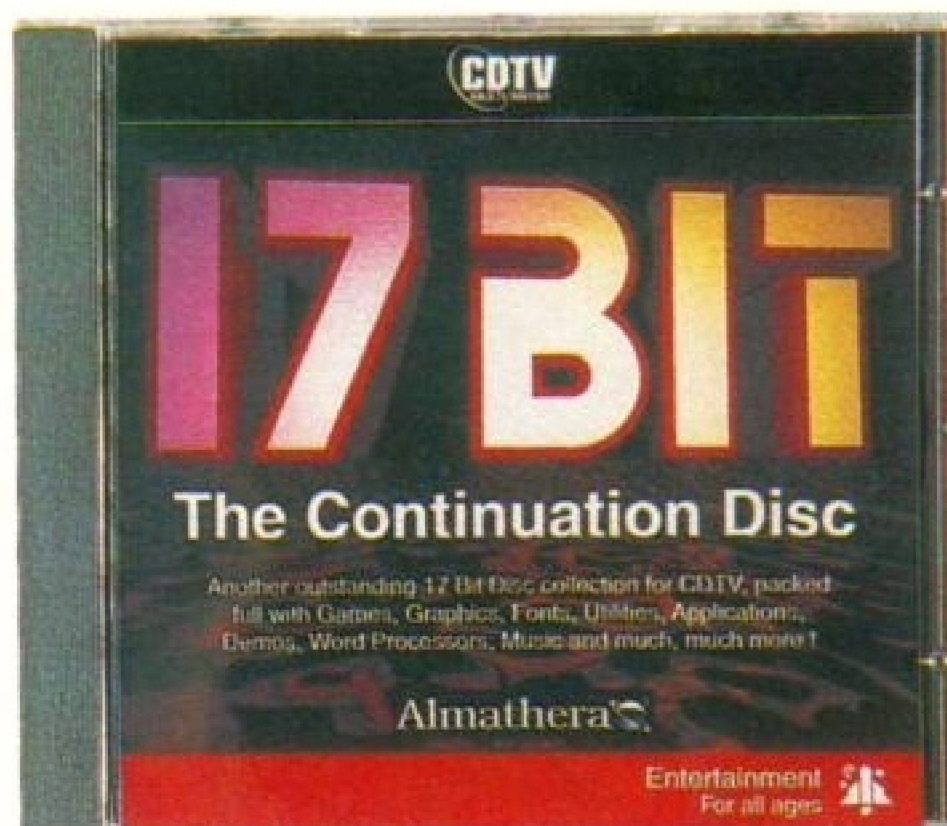
Demo I/Demo II Collection

Almathera Systems ■ 0181 687 0040 ■ £19.95

Aimed at users that want to get their hands on huge amounts of Public Domain software without having to spend a fortune on floppy disks, Almathera's two demo CDs contain a pot pourri of quality PD material including over 100 games, animations, thousands of IFF samples and sound modules, demos and IFF images.

The only real problem with these two discs is their age – launched early last year, many of the programs are now showing their age. If you want more up to date stuff, Almathera's *EuroScene* CD is probably a better bet. As a grab-bag of Public Domain goodies, however, both of the discs are still worth consideration.

72%



17Bit Collection Continuation

Almathera Systems ■ 0181 687 0040 ■ £19.95

Premier Public Domain suppliers 17Bit Software have teamed up with Almathera Systems to produce these two CDs. Volume One contains two CDs crammed with 17Bit Software's earlier Public Domain releases including many classic games and animations.

To help you access the programs, Almathera use a special front end that transfers the programs on to their own self-running floppies. As 17Bit's catalogue grew, the 17Bit *Continuation Disc* was released which contains most of their more recent material plus the Assassins, Amigan, ARUG and N.Z archives. If you enjoy 17Bit's disks, these discs are a must.

82%



EuroScene

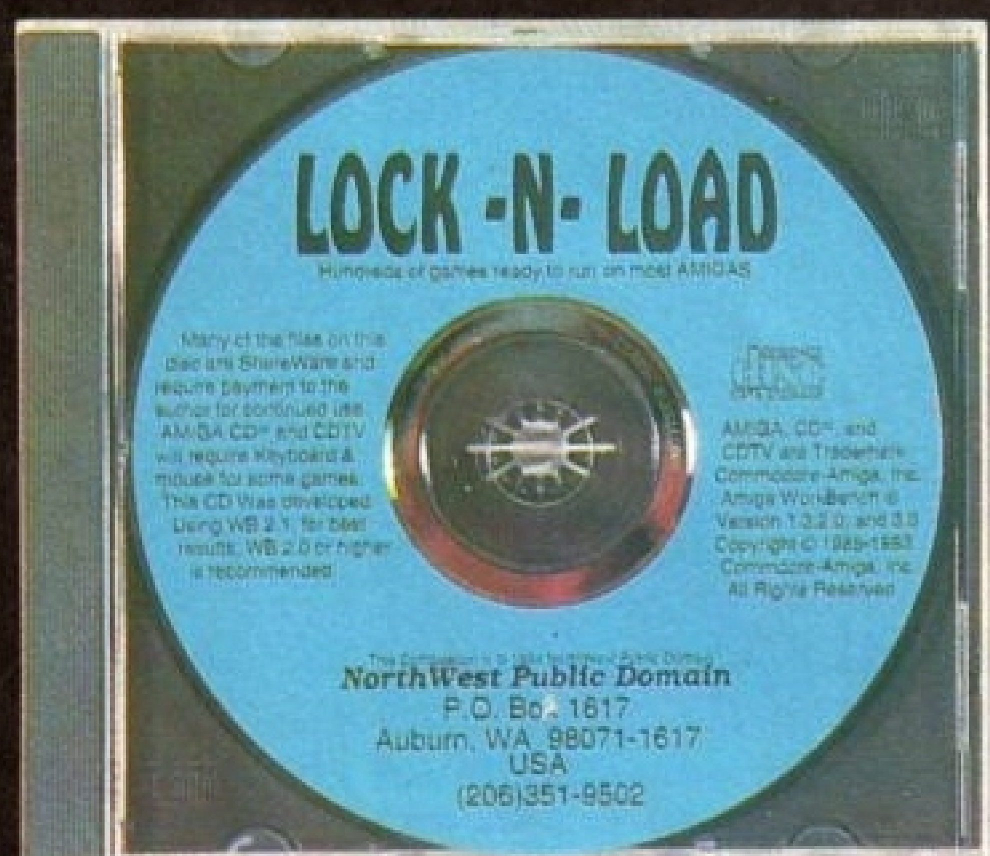
AMIGA FORMAT GOLD

17Bit Software ■ 01924 366982 ■ £14.95

If you want to get your hands on the very latest demos and animations then Almathera's new *EuroScene* CD is definitely for you. Designed as a showcase for European demo programming talent, *EuroScene* contains some of the best Amiga demos released over the past few months including some which probably haven't made it into UK PD libraries.

If you're a follower of the exploits at demo parties then you'll be pleased to learn that the disc contains all the best demos from such events. PD fans will find plenty of interest too because the *EuroScene* disc contains music modules, demo coding utilities, Workbench tools and other productivity software.

90%



Lock 'n' Load

17Bit Software ■ 01924 366982 ■ £19.95

For the slightly less than serious CD-ROM fan, *Lock 'n' Load* contains about 1,000 great (and, it has to be said, not so great) Public Domain games including many classics and some new games that never made it to these shores. Designed to run from Workbench, some of the games don't work unless you boot from the *Lock 'n' Load* disc, although it's fairly simple to get them running.

84%

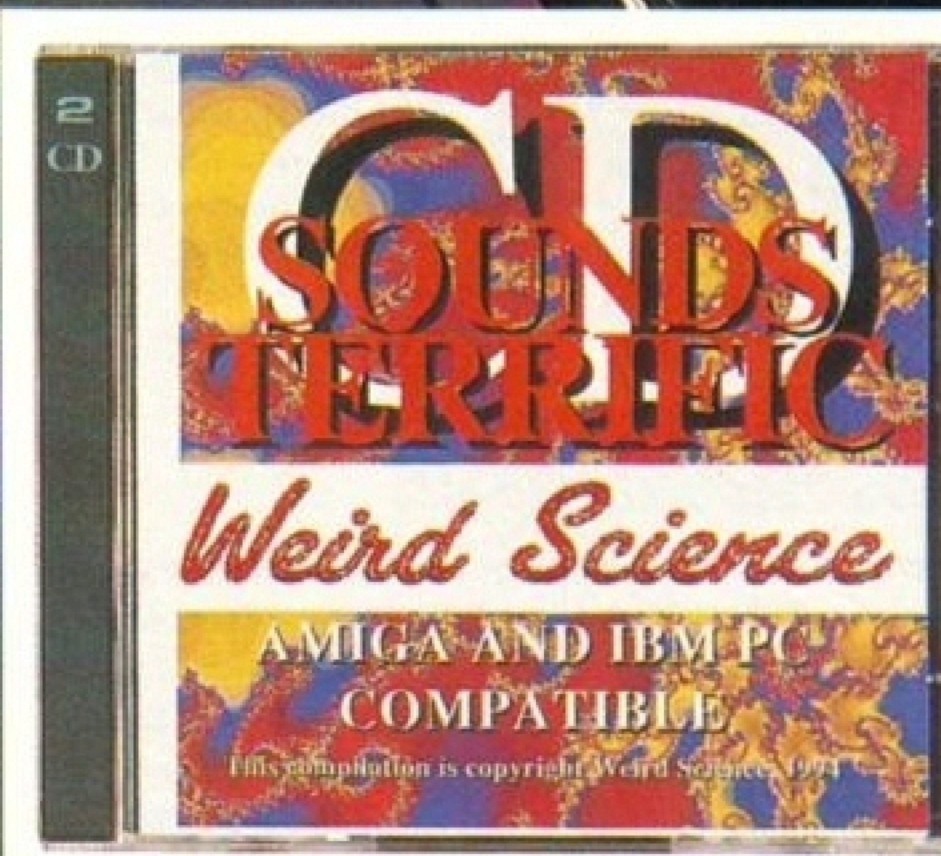


GIFs Galore

17Bit Software ■ 01924 366982 ■ £19.95

If you have an image processing program or a PD utility capable of reading GIF format images then this should be of interest. Walnut Creek (the guys behind the disc) include utilities for viewing the 5,000 full colour images spanning such diverse subjects as abstract art, birds, cartoons, frogs, young women in swimsuits, and so on. All images are scanned in 256 colours.

84%



Sounds Terrific

17Bit Software ■ 01924 366982 ■ £19.95

This two-disc set from 17Bit Software contains over 1.2 gigabytes of music-related programs and files. Pitched at the Amiga and PC, not all the files are of use to Amiga owners, but the majority have an Amiga bias. The first disc is packed with Amiga IFF samples and music programs such as *Protracker* and the second contains a huge selection of music modules.

80%

Fishing For PD

Fred Fish is one of the best-known PD names and with more than 1,000 floppy disks, the collection is now available on CD.

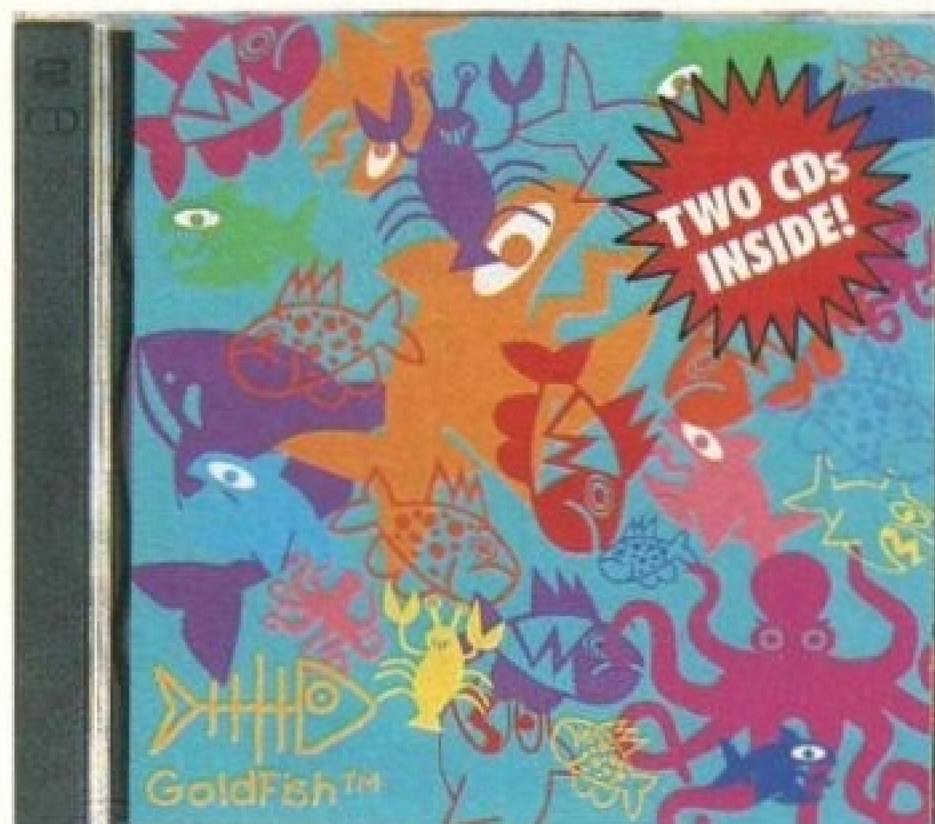


Frozen Fish

PD Soft ■ 01702 466933
■ £19.95

Packed with almost 650Mb of PD material, this CD represents perhaps the definitive Fish collection. Lurking on the disc you'll find all 1,000 of Fred's disks, archived for quick and easy extraction. If this wasn't enough, Fred has also included a vast range of extra PD submissions which haven't quite managed to make their way on to the Fish disks. And on top of all that there's a full collection of include files, development tools and libraries for programmers, CD-ROM tools and various other useful bits and pieces. Sysops should love this one!

88%



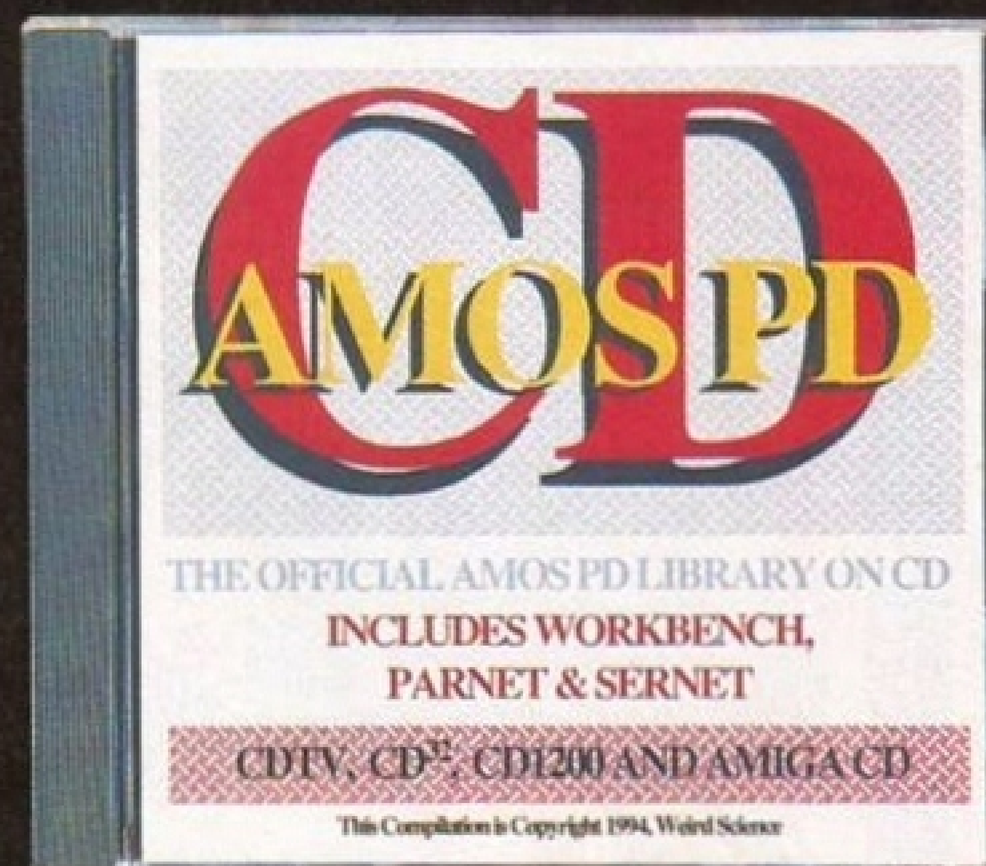
Gold Fish

AMIGA FORMAT GOLD

PD Soft
■ 01702 466933 ■ £29.95

What do you get if you take the *Frozen Fish* CD and combine it with an additional disc that contains those same Fred Fish disks in unarchived format? You get PD Soft's *Gold Fish*, that's what. This two-disc pack contains all 1,000 Fred Fish disks in both archived (ideal for BBS Sysops) and unarchived formats. Although you're not getting anything that isn't already offered by the *Frozen Fish* collection, the convenience of having the programs in both formats makes the collection well worth the extra money. It should be of special interest to beginners.

92%



AMOS PD CD

17Bit Software
■ 01924 366982
■ £19.95

AMIGA FORMAT GOLD

If you're an *AMOS* programmer then this is one CD that should be at the top of your shopping list. Containing the entire range of disks from the official *AMOS* Public Domain library, the *AMOS PD CD* is perhaps the greatest collection of *AMOS* files ever compiled. Hidden away within the many directories you'll find more than 1,600 *AMOS* source code files, 100 Sprite Banks, 250 CText Banks (colour fonts), 800 useful game-related sound samples, music banks and so on.

Some of the source code and demonstration programs are less than impressive but a fair selection of real gems can be found if you persevere. Not only will you find the utilities useful, but less experienced coders should learn a trick or two from the included source code. The range of PD graphics, sprite banks and sound samples are an absolute boon too if you're not too handy with the more aesthetic side of programming. For *AMOS* coders everywhere, this CD is a must.

92%

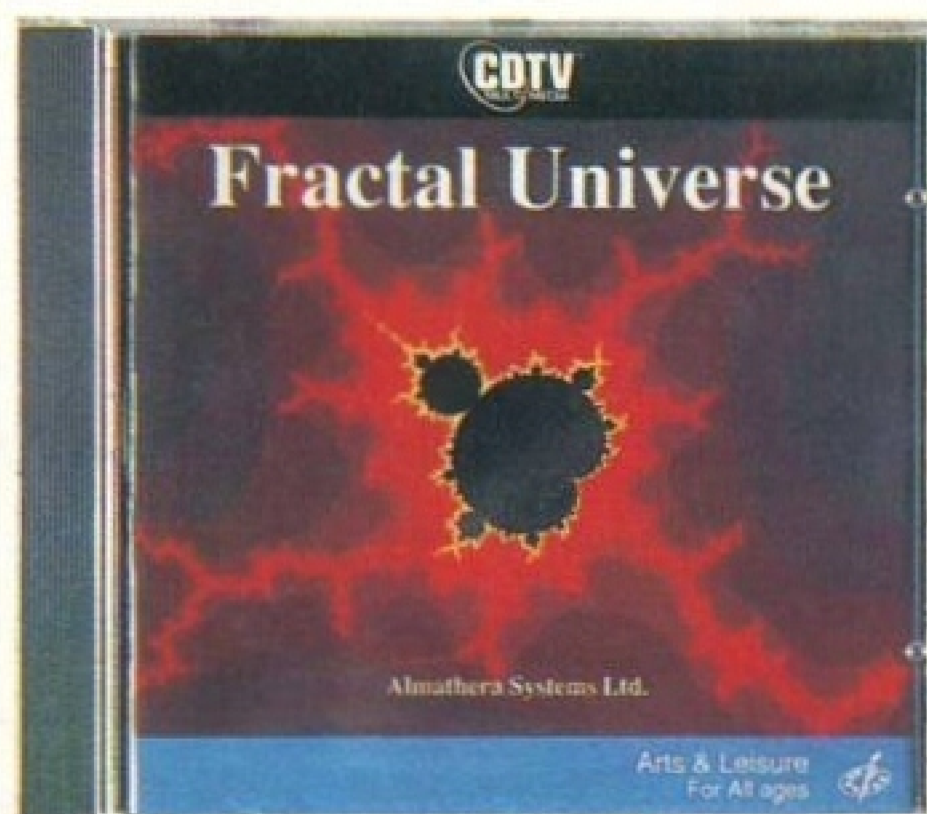


Space & Astronomy

17Bit Software ■ 01924 366982
■ £19.95

Walnut Creek's disc contains more space-related information than the average encyclopedia. For the serious astronomer, there are 5,000 text files covering such diverse subjects as asteroids, astronauts, NASA news bulletins, the Usenet sci.space archives from the Internet and all the NASA press releases since 1962. There's also more than 1,000 image files.

74%

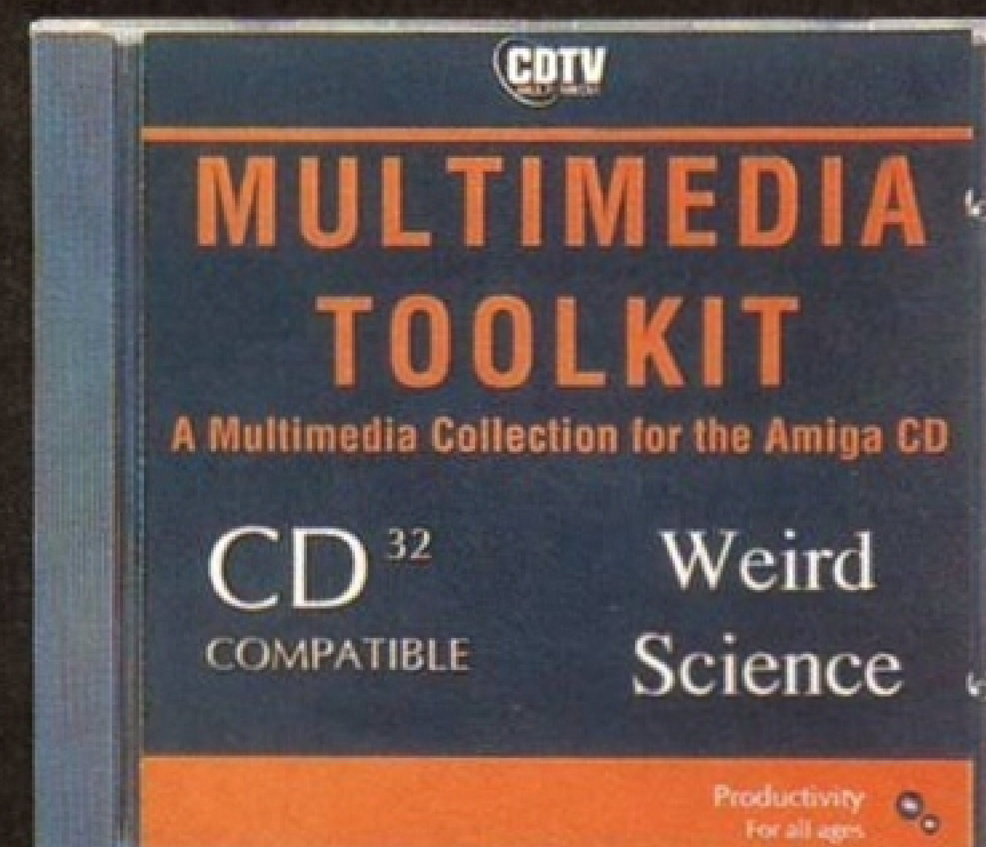


Fractal Universe

Almathera Systems ■ 01924 366982
■ £19.95

Although it's quite old, this disc provides a fascinating insight into fractal generation. There's a large selection of pre-rendered fractal images and you can render your own with the Mandelbrot generator included. *Fractal Universe* is odd in that it is neither a reference title or a PD collection. Fractal nuts will love it but the rest of us may be left rather cold.

54%



Multimedia Toolkit

Almathera Systems ■ 01924 366982
£19.95

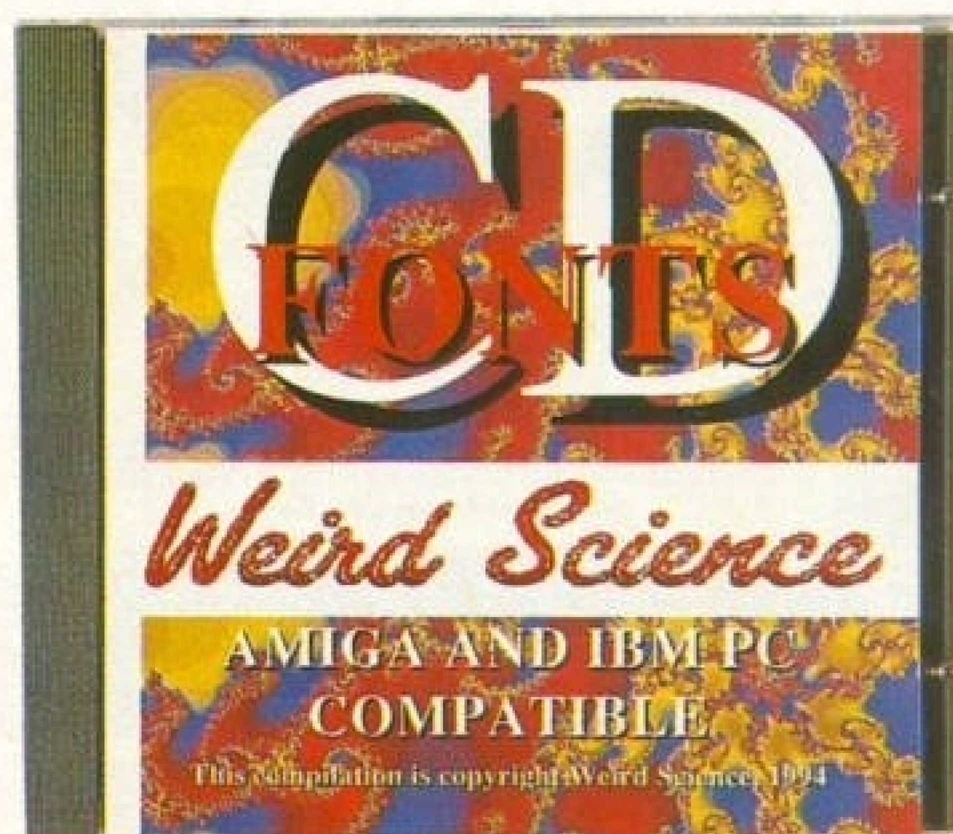
The Multimedia Toolkit actually has very little to do with multimedia. Instead, it's a huge collection of resource files including 500 original images in 24-bit, HAM8 and HAM format, more than 3,000 clip art files, hundreds of CompuGraphic, Type 1, Postscript and bitmapped fonts, 750 music modules and 2,000 sound samples. This wide-ranging collection of files provides an excellent selection of Amiga-related support programs.

86%

➡

Fonts 'n' Clip Art

If you're into desktop publishing, there are plenty of CD-ROM titles that cater for your every need.



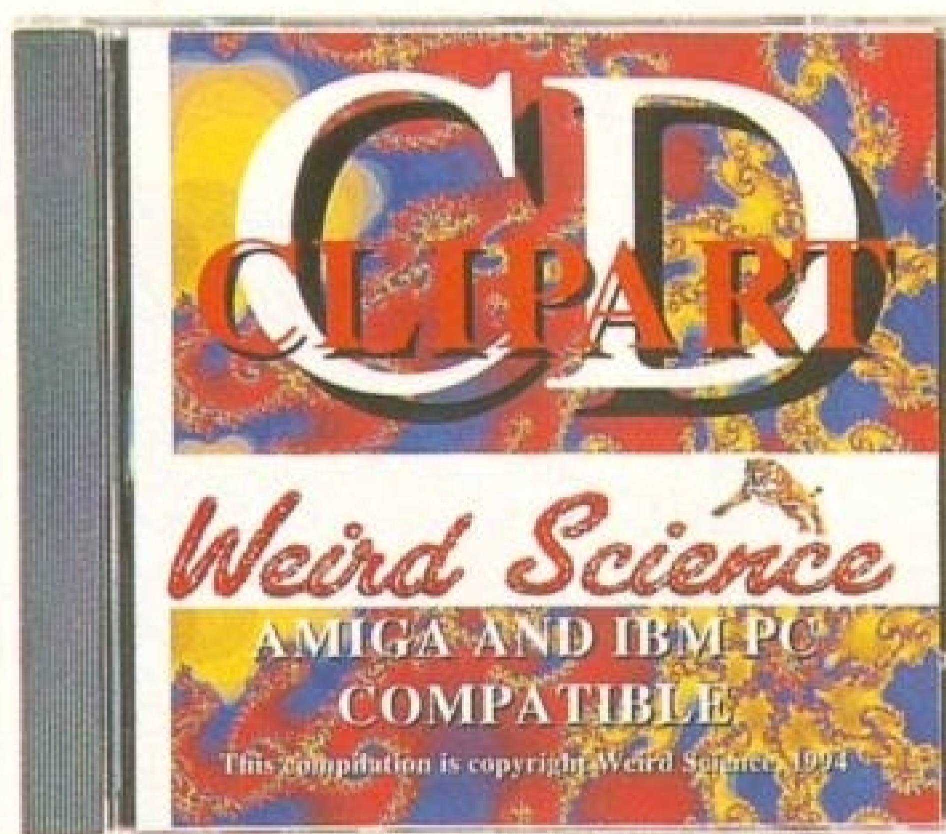
Weird Science CD Fonts

AMIGA FORMAT GOLD

Weird Science ■ 0116 234 0682 ■ £9.95

The guys and gals at Weird Science have collected together no fewer than 18,800 files which are arranged together in 900 directories, all packed full of fonts in just about every conceivable format. As well as the native Amiga font formats such as bitmapped, CompuGraphic, *PageStream* and *ProDraw* outline fonts, the Weird Science collection also includes a large number of PC and even Atari ST format fonts in *TrueType*, Postscript, Calamus and GDOS formats. Some Amiga word processors now support these foreign formats so you can use these too. For DTP enthusiasts everywhere, this CD is a blessing.

90%

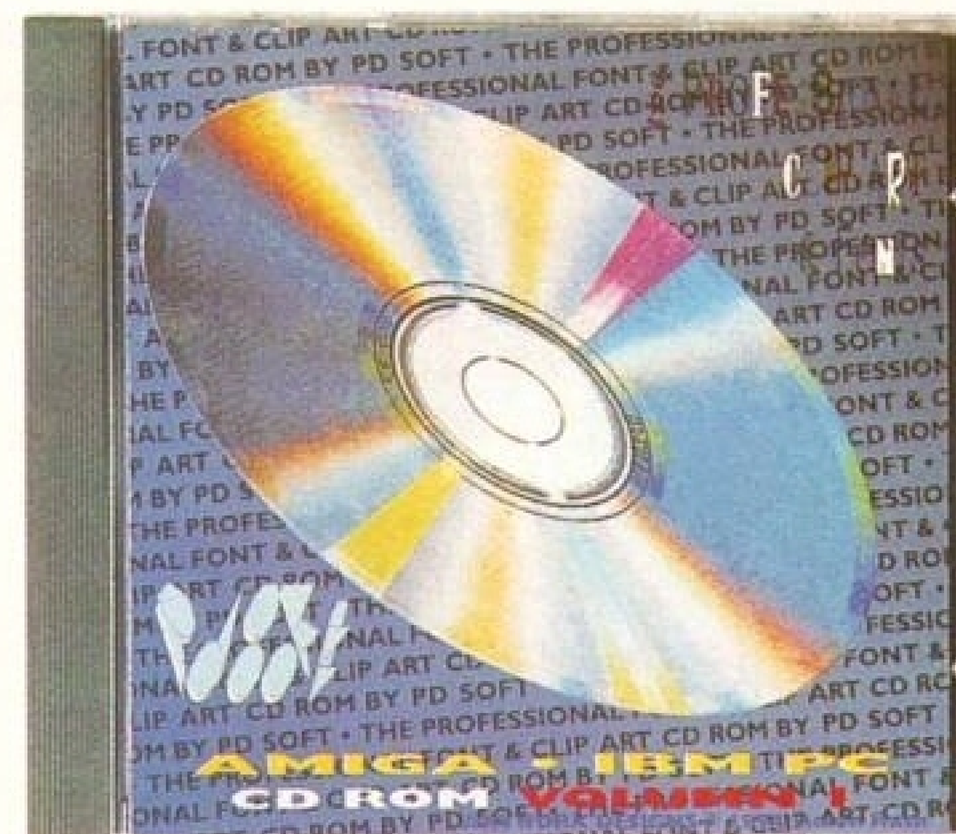


Weird Science CD Clip Art

Weird Science ■ 0116 234 0682 ■ £9.95

Designed for use with both Amigas and PC compatibles equipped with a CD-ROM drive, Weird Science's *CD Clip Art* contains possibly the most comprehensive collection of clip art files available in the Public Domain. Like the Weird Science fonts pack, this CD contains clip art files in a variety of different formats (some of which are not compatible with the Amiga), but all the native Amiga formats are there in abundance including both bitmapped IFF and even *ProDraw* clips. The impressive range of clip art subjects is remarkably diverse – indeed, you'll probably be hard pushed not to find an image you're after.

82%



Professional Fonts And Clip Art

PD Soft ■ 0702 466933 ■ £19.95

The direct competitor to Weird Science's *CD Fonts* collection is PD Soft's *Professional Fonts And Clip Art* CD-ROM which contains thousands of outline and bitmapped fonts, as well as a wide range of bitmapped images (mostly in PCX and TIFF format, so you'll need an image processing program to use them). Surprisingly, the majority of fonts are in Type 1 or *TrueType* format (almost 6,000 in total) while Amiga users are restricted to just 200 CompuGraphic fonts. Unless you can convert PC fonts for use on the Amiga (or you have a package that supports them), this font collection is less than useful.

72%



Syndesis 3D-ROM

Syndesis Corp ■ 001 414 674 5200 ■ $199 (£128)

The prize for the most expensive CD title goes to *3D-ROM*, which contains more 3D objects than you could shake a stick at in a variety of formats including *Lightwave* and *Imagine*. A booklet explains how to access the objects and acts as a valuable catalogue of the contents. Just about every 3D object you could ever want is included from Amigas to TVs, spaceships and trees. A brilliant disc at a stupidly high price.

65%

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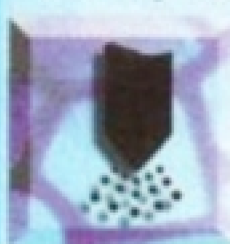
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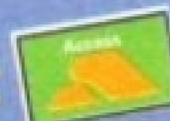
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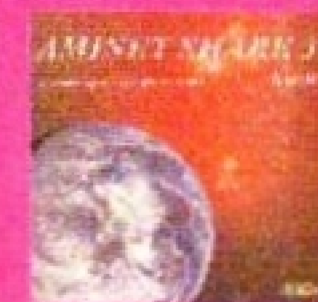
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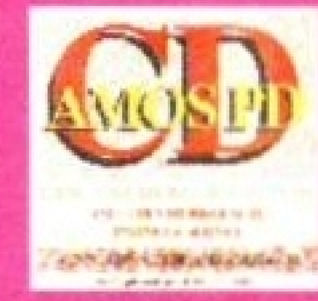
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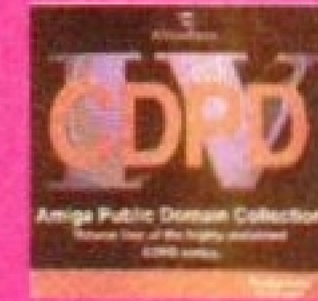
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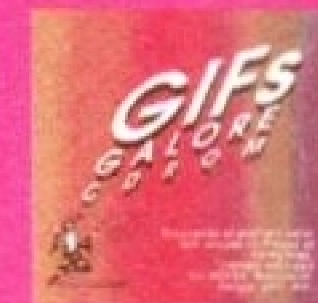
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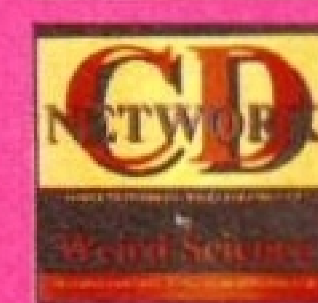
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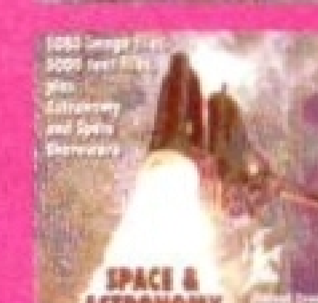
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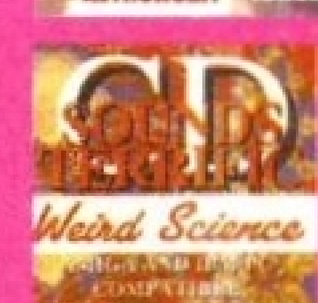
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Jason Holborn explores the mysteries of ancient Egypt, creates his own platform games and still finds time to have a quick game of darts. It's all in a day's work for our PD connoisseur!

PD Update



BREAKING THE LAWN: If you have fond memories of Llamasoft's C64 game *Hovver Bovver*, then you'll be swept away on a wave of nostalgia when you load up *Breaking The Lawn*.

Ahh! The memories came flooding back when I first loaded OnLine PD's new game, ***Breaking The Lawn***. It stars MTV's anti-heroes Beavis and Butthead and bears more than a striking resemblance to that classic Llamasoft C64 arcade game, *Hovver Bovver* (anyone remember that one?).

The idea is to guide Beavis and Butthead as they indulge in an orgy of destruction in a park with lawn mowers and bad attitudes as their tools. Our heroes are intent on cutting the heads off every flower that sticks its head above the soil. And you even get a bonus if you introduce the sharpened blades of your lawn mower to any frogs that just happen to hop by. Beavis and Butthead haven't got it all their own way though – they've got to avoid the park warden and the stray dogs which delight in sinking their fangs into their posteriors. *Breaking The Lawn* is a fun blast from the past. Highly recommended.

It's an unfortunate fact of life that we can't all be blessed with the skills of an *Amiga Format* game reviewer so we need a little help now and then. Whether you're stuck on the third level of *Alien Breed*, flummoxed by the end of level guardian in *Rainbow Islands* or just plain crap at *Second Samurai*, Online PD's ***BackDoor v2.81*** is for you.

BackDoor contains an enormous collection of hints, tips and cheats for the most popular games. Although not every game is covered, *BackDoor* is still one of the most comprehensive guides ever published. What's more, getting to the cheat you require is surprisingly simple, thanks to a well-designed hierarchical menu system built around Commodore's *AmigaGuide* system. You just click on the first letter of the game's title and then scroll through a list of game titles that start with that letter until you find the one you want. Click on the title and *BackDoor* displays every cheat known to man for the game.

WOW!
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CAVE RUN: Brings back memories of *Boulderdash*. Collect the diamonds but avoid those falling rocks!



KIDS' DISK 6: Teach your child how to short change the customers with Roberta Smith's *Kids' Disk 6*.

The *AMOS* programming language has possibly done more to promote the quality of Amiga educational software than any other tool. Indeed, Europress used the language to create their successful range of *FunSchool* titles and many PD educational programs owe their existence to *AMOS* too, including the new ***Kids' Disk 6*** disk from Roberta Smith DTP.

Kids' Disk 6 is designed to help children learn the basics of maths and working with money by placing them behind the counter of a busy shop where they must work out how much goods cost, add up totals and hand out change.

This is a nice little educational title but it is severely limited – once you've served a couple of customers, the same items crop up over and over again which starts to get rather tedious. As a simple introduction to money handling skills, *Kids' Disk 6* is worth investigating – just don't expect too much from it. If you're looking for the best in Public Domain games, The Assassins Collection is always a good place to start. One of their latest offerings is ***Assassins Disk 200*** which was sent to us by Roberta Smith DTP and contains three games – *Battleships, Cave Run* and *Pub Darts*.

Not surprisingly, *Battleships* is a computer interpretation of the classic board game which was so popular back in the Seventies and early Eighties in which you sink your opponent's fleet of battleships by bombarding an 18x8 grid. Each time a ship is sunk, the Amiga even plays the *You Sank My Battleship* sample from the original TV ad for the electronic board game.

Cave Run is another game that brought the memories flooding back. Based on the classic C64 arcade game *Boulderdash, Cave Run* contains all the vital elements that made the C64 original such a wonderful experience. You guide a little man around a complex system of caves picking up

Continued overleaf ➡



PUB DARTS: One hundred and eight-yyy! *Pub Darts* is included on this month's *AF* Subscribers' Superdisk.



TUTANKHAMUN: Explore the treasures of King Tut's burial chamber without having to leave your armchair.

⬅ diamonds and avoiding rocks that become dislodged by your digging. *Cave Run* is definitely one of the best versions of *Boulderdash* yet to be released for the Amiga.

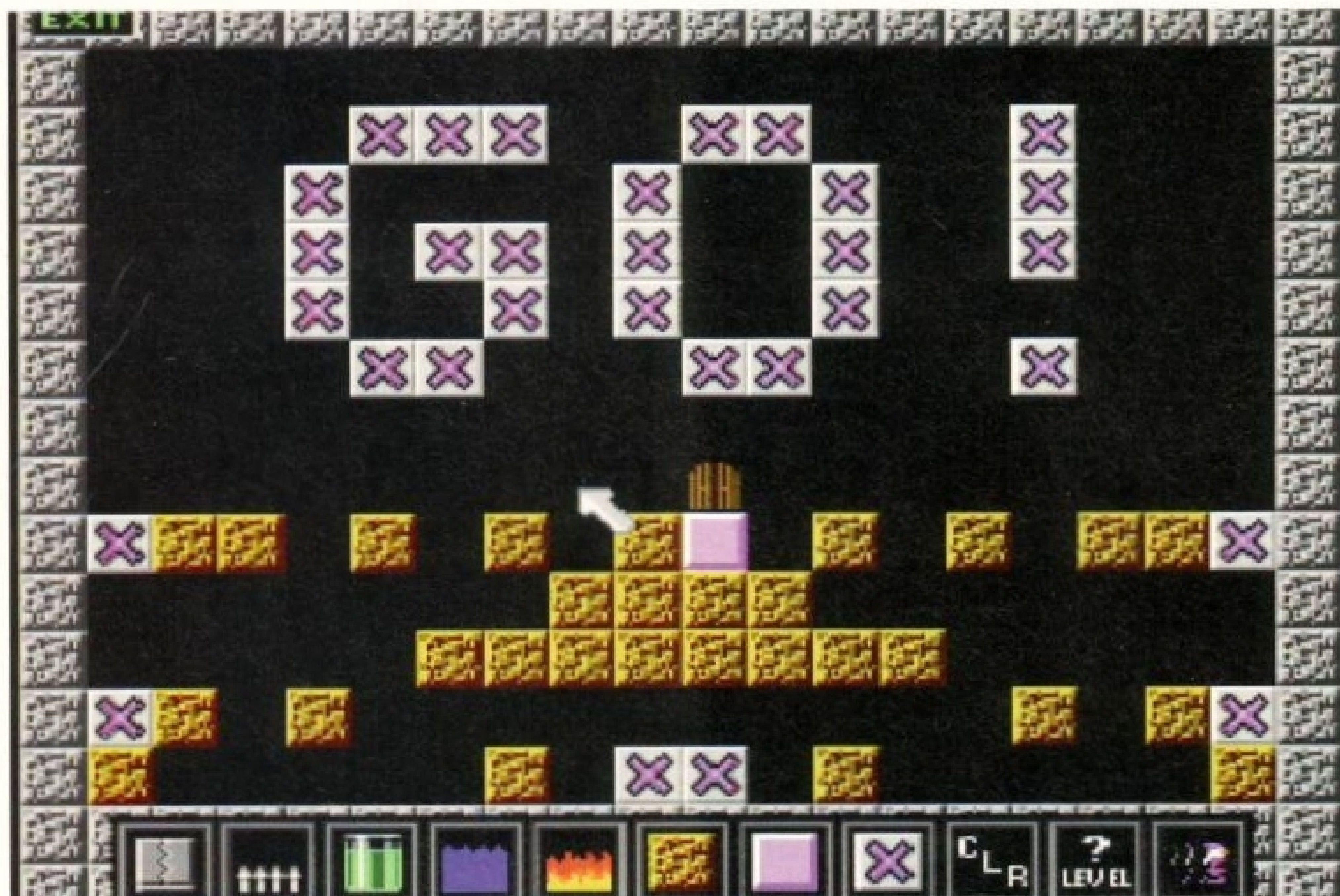
Finally, we have *Pub Darts* which *Amiga Format* subscribers can find on this month's Subscribers' Superdisk. As its name suggests, *Pub Darts* is a computer version of that pub social event, darts. *Pub Darts* can be played against the Amiga or head to head against another human. Check it out.

Game creators have always been extremely popular among Amiga users – ever since Palace launched its *Shoot-Em-Up Construction Kit* way back in 1989, Amiga users have been creating their own games, many of which have made their way into the PD libraries. Despite that, PD game creation packages are still extremely thin on the ground.

All that could now change, however, with the launch of Essex Computer Systems' new **Wizz II** game constructor package. It's very polished and even beginners should be able to create their own games, but instead of concentrating on shoot-em-ups, *Wizz II*'s forte is platform games.

Before you get too excited at the thought of dashing off a few platform classics, bear in mind that *Wizz II* is extremely limited. Sure, you can design your own screens using a variety of animated blocks (most of which kill your on-screen alter ego when it comes into contact with them), but surprisingly *Wizz II* doesn't allow you to edit the appearance of any aspect of the game's graphics – what this essentially means is that all the platform games you create with *Wizz II* look exactly the same.

For this reason alone, experienced users will probably find *Wizz II* too limited to be of any real use. However, if the author were to build a graphics editor into *Wizz II*, it would most certainly do extremely well.



WIZZ II: Create your own platform games with *Wizz II*. Just don't expect them to be particularly original.

Budding historians will love Paul Thompson's new Public Domain reference title ***Tutankhamun***. The two-disk set, which has been released through the Central Licenceware Registry as disk CLE 63, provides a fascinating insight into the discovery of King Tut's tomb back in 1922. For history students studying Egyptian mythology or those who are simply curious about the mysteries surrounding the pyramids and the Ancient Egyptian civilisation *Tutankhamun* is an absolute must.

Paul Thompson has obviously put a great deal of work into designing and coding the user interface employed by the program and it really does show – it looks like a cross between *Scala* and *Infopoint* and the front end is both logical and yet very powerful. The subject matter is divided up into five sections including the chronology and the story behind King Tut's reign and there's also an impressive array of digitised images to feast your eyes on.

If you only intend to buy one PD title this month, *Tutankhamun* has to be it. PD reference titles as good as this are few and far between. Even if you have no need of such a title, the vast wealth of information and brilliant presentation are sure to grab your attention.

TOP 10 GAMES AND UTILITIES

Every month we peruse the bestseller lists of a prominent PD company. This month, it's the turn of:

17 BIT SOFTWARE 0924 366982

1.	MUI V2.2	3375
2.	BacMan (AGA)	X3288
3.	StarWoids	3267AB
4.	Magic Workbench	2785
5.	Virus Workshop 4	3351
6.	Wrestling	3287AB
7.	Solo Assault	3306
8.	Image Studio V1.0.1	3360
9.	AGA Spectrum Emulator	X3346
10.	Roketz (AGA)	X3366

WHERE TO GET THE DISKS IN THIS ISSUE

ESSEX COMP SYSTEMS, 15 St Nicholas Road, Tillingham, Southminster, Essex CMO 7SQ. Tel: 01621 778778

ROBERTA SMITH DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626

ONLINE PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335

PDSOFT

1 Bryant Avenue, Southend-on-sea, ESSEX, SS1 2YD

Tel (0702) 466933

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❑ The worlds largest Amiga PD collection. Over 10,000 users access the vast collection, with this series of CD roms it gives you the access with-out the Phone bill. Contains Apllications, Games, Songs, Demos, Pics, & Anims.
❑ AMINETSUB A Subscription service is now avaliable on the AMINET CD range, at £16.99 on day of release/ dispatch of each CD #5 Released Jan 95)
❑ PRE-ORDER AMINET 5 £16.99

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The Complete Software based emulator
❑ PC Task! allows you to run the majority of PC Programs on your own amiga. Works with all amigas but the faster your machine is the faster it can work. Transfer files from amiga to pc, Run MSDOS, Supports upto 2 drives & hard drives, Supports CGA, EGA, VGA, Mouse, CD-ROM, and more. All this and its software not hardware WHOW.

COMMODORE 64 Emulator (v3.01)

❑ T1000 Fully Registered version with 160 page manual £39.99
!! Stunning New Christmas Price !!
The interface itself connects your c64 disc drive to the Amiga for direct loading or file transfer. Software will is a compele emulation for a C64. it loads, plays software which works just as fast as the original. (P&P £2.45)

CDROM DEALERS WANTED !! Want to be an offical PDSoft dealer - Overseas companys wanted phone/fax for more details and a trade price list (mininum order of 10 cdroms). All cdrom disc's are stocked at trade prices.

CDROM DISCS

❑ CD005	GIF GALORE	£19.99
❑ CD007	FRED FISH 1-910	£14.99
❑ CD008	MULTIMEDIA TOOLKIT	£19.99
❑ CD010	GOLDFISH (DOUBLE CD)	£29.99
❑ CD011	SOURCE CODE	£19.99
❑ CD012	PROJECT GUTENBURG	£19.99
❑ CD014	INTERNET INFO	£19.99
❑ CD016	AMINET 2	£19.99
❑ CD017	AMOC 1	£19.99
❑ CD027	SPACE & ASTRONOMY	£19.99
❑ CD028	PROFESSIONAL FONTS	£19.99
❑ CD029	CDPD4	£19.99
❑ CD030	AMINET 3	£19.99
❑ CD031	MEETING PEARLS	£19.99
❑ CD033	AMOS PD LIBRARY	£19.99
❑ CD034	ASSASSINS GAMES	£19.99
❑ CD035	QUICKFORMS	£19.99
❑ CD036	SAAR+AMOK	£19.99
❑ CD037	AMIGA TOOLS	£19.99
❑ CD038	MULTIMEDIA TOOLKIT2	£29.99
❑ CD041	AMIGA RAYTRACER1	£19.99
❑ CD042	W.SCIENCE CLIPART	£ 9.99
❑ CD043	W.SCIENCE FONTS	£ 9.99
❑ CD044	SOUNDS TERRIFFIC	£19.99
❑ CD045	AMIGARAYTRACER2	£19.99
❑ CD046	SENTIMENTAL WINGS	£24.99
❑ CD047	TRAVEL ADVENTURE	£24.99
❑ CD048	EAST ASIAN	£24.99
❑ CD049	THE C USERS GROUP	£29.99
❑ CD051	PROFESSIONAL IFF 1	£14.99
❑ CD052	PROFESSIONAL GIFS	£19.99
❑ CD055	WELCOME OF AFRICA	£24.99
❑ CD056	HOME BEER BREWING	£24.99
❑ CD058	GOLD FISH 2	£29.99
❑ CD059	AMOC 2&3	£29.99
❑ CD062	LSD TOOLS	£19.99
❑ CD063	VISIONS	£24.99
❑ CD065	17 BIT LIBRARY 4	£19.99

EMULATORS

❑ ^+ **V1084 SPECTRUM v2.0** Want to run your old spectrum software on the Amiga then this is for you. (2)
❑ ^^ **V1531 SPEC (AGA) v1.35** Superfast on A1200s and A4000s (2)
❑ ^+ **V1257 Games 1-4 .... (4)**
❑ ^+ **V1261 Games 5-8 .... (4)**
❑ ^+ **V1338 Games 9-12 .. (4)**
❑ ^+ **MEGALOSOUND £34.99** Now you can convert all your old tape games/ programs to Amiga disk format.

UTILITY DISKS

❑ ^ + **V16 AQUARIUM** Turns your screen into an eyecatching Fishtank.
❑ ^ + **V298 NORTHC v1.3** Complete C language with all files needed (2)
❑ ^ + **V523 DICE C COMPILER** Matthew Dillons full featured powerful C compiler & environment system. Complete C language (2)
❑ ^ + **V536 CATALOGUES** A collection of utilities used to Catalog all your disks/ Video tapes and audio tape collections (2)
❑ ^ + **V575 HOME BUSINESS** Based on word processing, Data Management, Spreadsheets, Accounts & Printing. (6)
❑ ^ + **V662 DCOPY v3.1 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
❑ ^ + **F691 PRO C MANUAL v3.0** documents & examples for C. It consists of six manuals, with over 40 chapters (5)
❑ ^ + **V786 PASCAL** Everything needed to program in Pascal.
❑ ^ + **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari St, PCX, Targa, TIFF, Ham-E and IFF Formats
❑ ! - **V817 A500P EMULATOR** As it sounds will let v1.3/v1.2 owners run WB v2.x+ software WITH-OUT any need to purchase the Workbench v2.x chips.
❑ ^ + **V821 SNOOPDOS v3.0** Monitors Dos calls to see what library, devices, fonts are required if a program won't load
❑ ^ + **V928 LITTLE OFFICE** Has a Word Processor and others programs to aid a small business or company.
❑ ^ + **V979 NCOMM v3.2k** Is a comm-unications program based on Comm v1.34 with lots of very nice enhancements
❑ ^ * **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language (3)
❑ ^ ^ **V1021 (AGA) SCREENS** Enhance your Workbench disks with backgrounds like these's. All pictures in full AGA colour.
❑ ^ + **V1022 LITTLE TRAVELLER** Shows a world map. You can select any country for travel information. Zooms up another map with detail.
❑ ^ + **V1039 HARD DISK INSTALL** If you need to install your A1200 HD then you need this set of disks which can do a low-level format and then install WB 3.0 (2)
❑ ^ + **V1041 DIGITAIL B.BOARD** Full featured digitail circuit simulator
❑ ^ * **V1043 SUPER DARK.v2.4a** A screen blanker like After Dark from the MAC
❑ ^ + **V1044 FANCY PRINTING** Banner, Graph Paper v1.2 and Disk Print v3.59.
❑ ^ + **V1051 EASY CALC PLUS** A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❑ ^ + **V1060 BOARD DESIGN** Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^ + **V1069 PRINTER DRIVERS** Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❑ ^ + **V1079 KEYBoaRD TRAINER** Best Public Domain Typing Tutor.
❑ ^ * **V1095 THE DEGRADERS** If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^ + **V1109 STAR VIEW** Is designed to show graphically the positions of the stars and planets from any point on Earth.
❑ ^ + **V1110 FORCAST v2.01b** Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❑ ^ + **V1114 PRINT LABELs** DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print
❑ ^ * **V1136 DISKSALV 2v11.31** is a disk structure, file repair come salvage or undelete utl. HDClick, is a hard drive menu.
❑ ^ ^ **V1137 (AGA) UTLs 4** Test, BBlank, CheckAGA, CycletoMenu, Doublex, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek and Verlauf.
❑ ^ + **V1144 GRAPHICS** JPEG files, DJPEGGui v37.1, Make Anim7, AGA Animplayback, SAnim-5 v1.1, S-PIC v1.2
❑ ^ ^ **V1164 (AGA) A1200 FIX DISK** Contains all what you would need for getting disks to work on your new a1200 computer.
❑ ^ + **V1178 KS 3 EMULATOR** This disk is a multi kickstart selection utility disk,. You can select Kickstart 1.3 (34.005) Kickstart machine (as it is) Kickstart 3.0
❑ ^ + **V1179 FILE-O-FAX** Designed for you to work at your own leisure without worrying about forgetting those important meetings, or names, address, tel Number' vect.
❑ ^ + **V1196 DESKTOP VIDEO** Is a disk with making and editing your very own video master pieces. Excellent software
❑ ^ + **V1200 MAGIC W/B** Is a selection of icons or items to enhance your Workbench screen and enviroments.
❑ ^ + **V1207 OCTASTUFF** A new collection of utilites come samples come modules for use with the famous OctaMED
❑ ^ + **V1209 GNU C++ COMPILER** Requires: HD 6Mb+, Disks consists of the latest version of the GCC environment, The compiler, driver, assembler, linker, header files, inline code generation of libraries. (3)
❑ ^ + **V1213 PROGRAMMING** Contains the Programming languages like, Ace, AmigaE, AmigaEdo, SBProlog, BCPL4AMI, EGUI, Pascal and others (3)
❑ ^ + **V1219 THE AREXX GUIDE** Full AmigaGuide document to teach you Arexx!! Tip filled with easy cross referencing.
❑ ^ ^ **V1221 (AGA) BLANKER** BlitzBlanker has 14 different blankers all ready to show off your AGA machine!.
❑ ^ + **V1222 PANASONIC STUDIO** Special printer Preferences editor and driver system for all Panasonic 9 & 24 pin printers.
❑ ^ + **V1223 CANON STUDIO 2** Printer Preferences editor and driver system for 800&880, LBP A1-2, BJC800, BJ510-130.
❑ ^ * **V1227 GADTOOLS v2.2c** Contains a collection of sharded libraries intended to provide programmers with new GadTools
❑ ^ + **V1236 INVOICE PRINTER** Will print invoices onto your letterheads. Much sort after. Ideally suited to a small business.
❑ ^ + **V1242 RE-ORG v3.11** is a fast shareware disk optimizer for AmigaDOS.
❑ ^ + **V1243 IMAGE 2.0 OBJS** Volumes 4 to 7 packed to bursting point of Images for use with that amazing program Image. (4)
❑ ^ + **V1247 TEXTURE MAPS** in 320x200 JPEG format for use with any rendering programs, textures like Organic, Miscellaneous, Stone, Wood etc. (3)
❑ ^ + **V1250 SOLDERING** Contains many useful tools for drawing good quality circuit diagrams, and also vero-board (strip board/ solder board) lay-outs, complete system.
❑ ^ + **V1269 OCTAMED TUTOR** A simple guide through the basics of this excellent music program. From OctaMED 3.x upwards
❑ ^ * **V1277 STAR STUDIO** Printer driver for controlling any printer printer.
❑ ^ + **V1278 MAIL-O-DEX** An excellent way to keep names, addresses, Phone numbers, ect & then print them out.
❑ ^ + **V1279 PRINT-A-CARD** Want to print a business card or any other type of card then this is the software for you.
❑ ^ + **V1280 DIVIDEND WINNER** a pools prediction aid which will advise which numbers to enter on your coupon based on sequence prediction.
❑ ^ + **V1282 FOOTY v1.9** sit back with your mouse-mat on your lap & keep track of whats happening in the leagues.
❑ ^ + **V1286 PRINTER DRIVERS** Now also contains the program called sid for easy installation of the Printer Drivers.
❑ ^ + **V1303 SCALA PICTURES** Pictures in 736x580 16 colour format for use with The program Scala. Theres about 15 pics in total and are very sharp indead. (2)
❑ ^ + **V1305 THE V.W.S v4.0** VIRUS WORKSHOP. Was produced to get rid of all the viruses around. Takes over where BootX left off.
❑ ^ * **V1307 NETWORKING (3)** Contains utilities to help aid in Networking your Amigas like AmigaNOS, DNet, Par/SerNet, also contains various update devices and libs.
❑ ^ * **V1310 GUIDES** Contains AGAGuide, which gives full AmigaGuide information and Libs Guide is a Guide to the Amiga Libraries, find almost every Library.
❑ ^ + **V1311 CD ROM** Contains a selection of CD Rom related utilities like CDTV Player v2.2, PlayCDDA, ReadCDTV.
❑ ^ * **V1313 GBLANKER v2.7** Is a complete modular screen blanker package designed with DOS 2.04 or better in Mind. 14 Different Blankers and a message system.
❑ ^ ^ **V1318 (AGA) SWERVE** Is a selection of images for use as backgrops all are in maximum oversan for best results.
❑ ^ + **V1319 MAXIFLIFE** Enable you to take complete control over your finances. SPENDWIZE is a tool to assist you in maximising your return from your outgoing.
❑ ^ + **V1321 EDWORD PRO v4.1** Text language editor or Word processor on the Amiga with over 100 features. By MReddy
❑ ^ + **V1326 COMMANDS & LIBS** over 100 commands that lie within a directory, and over 20 librarys will spice up your disks.
❑ ^ ^ **V1330 (AGA) COLLECTION** AGA source code, IFF Binary convert, Sprite Converter, Colour Convert, PPShow, Viewtek
❑ ^^ **V1335 LIBS & DATATYPES** (AGA) 47 Librarys for workbench 3 computers, all are right upto date and just waiting for you.
❑ ^ ^ **V1336 BBC EMULATOR** Special commands to allow existing files to be transferred from a BBC with DFS by means of a cable. BBCs RS423 port to Amiga RS232
❑ ^ + **V1354 FIVE STAR v1.0** A powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT and HORSE (races)
❑ ^ + **V1356 NOERRORS v1.3** Function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without showing read/write errors.
❑ ^ + **V1357 CITIZON MANAGER** Superb prints that, have been tailored to suit the Citizen range of printers
❑ ^ + **V1358 10 OUT OF 10 MATHS** is a suite of six educational games designed to help children get to grips with 36 specific topics.
❑ ^ + **V1359 EPU v1.4** Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed and when any compressed file is read it will be autmaticaly decompresed.
❑ ^ * **V1360 WB 2.0 TUTORIAL** If you are new to the Amiga - WELCOME! There is a lot more options open to you than just playing games. Breaks down the makings of Workbench & make them more understandable to the user.
❑ ^ ^ **V1361 (AGA) 16-COL ICONS** These icons were beautifully drawn by Roger McVey, and I must add that the originals are the best icons I have seen on any system.
❑ ^ + **V1362 CHECKER TOOLBOX** Incredible Amiga diagnosis program. Runs selftest on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairers to get it fixed. It may save you a bob or two!.
❑ ^ * **V1363 AD&D ASSISTANT** play-time dungeon master's assistant and CHARGEN.GUIDE v1.0
❑ ^ + **V1367 CHEQUE-MATE! v1.0** Will help you control your personal finances. Enter details about cheques, salary, direct debits
❑ ^ ^ **V1369 ENCRYP ALGORITHM** The Rivest-Shamir-Adleman encryption algorithm is one of several recently developed techniques for encryption which put immensely secure encryption within reach of the home computer user. Non-AGA V1368
❑ ^ ^ **V1371 (AGA) ASI FIX DISK II** utilities to reclaim lost hard drives, files and check-sum errors, software like AGAFixes, ForceVGA, KillVGA, RunLame, RunPAL v1.1, ScreenModeChanger and Shutup
❑ ^ + **V1384 HOW TO CODE IN C** Covers Debugging, Intution & Grafik, Kodbibliotek, Tips, Tricks, AnropaAsm FranC, DosIntuition, Workbench-start, DMake, GadToolsBox + Power Source. (2)
❑ ^ + **V1393 STEREOSCOPIC v2.4** is a simple package that allows you to create 3D Stereograms. Use any background.
❑ ^ + **V1394 CD-READER v1.1** is based around the parnet networking system and uses the standard parnet cable if you do not have we can send you one for £9.99.
❑ ^ + **V1400 3D STEROGRAM** 3d Picture Show. All images are 3d stereograms.
❑ ^ + **V1404 DMS v2.03** The Device Masher system will compatch a complete disk to a simgle file on your hard drive. Excellent for backing up software disks.
❑ ^ + **V1405 VIRTUAL UTILS** Contains five utilities containing everything needed for any Amiga user to make virtual memory from their hard drive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount.
❑ ^ + **V1416 EYE OF THE BEHOLDER** Utilities like end of level saved game file, Special quests explanation, Character Editor, Eye of the Beholder Solution.
❑ ^ + **V1417 BANNER V1.5** A smart character rendering utility for - surprise - banners. SNOOPY v2.0 Enables you to monitor library function calls of any library you wish.
❑ ^ + **V1418 VIDEO TEST SYSTEM** is a collection of 20 test patterns (displayable with any IFF animation viewer) that can be used to evaluate monitors, TV sets, VCRs, and other NTSC video equipment.
❑ ^ + **V1420 SIGNITUR CREATOR** The Deluxe Signiture and Coat of Arms Creator You get a selection of letters for use in your new signiture.
❑ ^ + **V1422 BANK MANAGER** The trouble with statements is that they only tell you what you have spent after its gone.
❑ ^ + **V1423 TELETEXT V1.2** This project makes it possible to view Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga.
❑ ^ + **V1430 N.D.U.K V37 (4)** The Commodore Native Developer Update Kit that can be licensed for separate distribution. Includes the fd files, libraries, startups, C include files, and tools.
❑ ^ + **V1436 ABANK V1.0** It is about to easely manage accounts. This software holds numerous options which are detailed in the documentation (in ASCII format and in AmigaGuide format). It's compatible from 1.2 to 3.0 systems.
❑ ^ + **V1437 FOOTBALL ICONS** Icons to found on this disk are: All the teams at this years World Cup Finals plus a whole lost of loosers who didn't make it including Scotalnd, England, Wales & Northern ireland, Plus the entire Scottish and English Premier Leagues plus top european league sides plus four drawers specifically for Rangers, Manchester Utd, Celtic and Newcaster Utd fans crammed full with icons.
❑ ^ + **V1438 WB 3.0 SCREENS II** Enhance your workbench disks backgrounds with theses nice full colour pictures. Can be used as backdrops for you workbench.
❑ ^ + **V1439 DOS REFGUIDE V1.0** The first and only Amiga Dos reference Guide on the Amiga range hits the computer disk.
❑ ^ + **V1440 DATAMASTER** This database has many good features including a maximum of 99999 records in one database and up tp 256 fields in one record. There are extensive searching facilities and printing possibilities. Very good.
❑ ^ * **V1443 HCE V1.0 (2)** C Compiler environment for the Amiga. By Detlef Wuerkner modified Compiler and Editor source codes so as to be able to combine the two and make a single program, 'HCE' By Jason Petty.
❑ ^ + **V1462 AMIGA FAX V1.4** Is a software package that, in combination with a FaxModem, allows you to send and receive facsimile information from your Amiga computer. Received faxes can be viewed, printed, forwarded to other fax machines, and saved as ILBM files which can then be accessed using many standard Amiga programs.
❑ ^ + **V1467 AWARD CONSTRUCT** A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from.
❑ ^ ^ **V1468 GAMES HD INSTALL** Provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very usefull.
❑ ^+ **V1479 NEXT GENERATION WB** Powers up the Workbench photons & readys your system for the Star Trek experiences.
❑ ^+ **V1509 PRO-GAMBLE V1.0** is a horse racing prediction system thats easy to use and accurate in it's predictions.
❑ ^^ **V1512 256 COLOUR ICONS** This disk is full of lovely colourfull icons for use in WB3 only as they are 256 colour images. Draws, tools & project types.
❑ ^+ **V1513 SCION V3.13** Aa geneaology application. It provides all you need to build up a computer database of your entire family tree and all the relating details.
❑ ^+ **V1514 ABC PATTERNS** For those of you who get a little bored with the old plain grey Workbench, here is a disk full of all the WB patterns and screens. Good.
❑ ^+ **V1516 TERM V4.0 (2)** The latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.
❑ ^+ **V1518 APOLLO 11 (2)** A very informative hypertext book all about the famous Apollo 11 mission which allowed man to set foot on the Moon. Stacks of information interspersed with photos, documents and diagrams. Very good.
❑ ^+ **V1522 VIRTUAL WORLDS** An adventure creator for which you need no programming knowledge to create worlds. Using an easy to use point and click interface, you can design an entire adventure without having to type in a single line of code.
❑ ^+ **V1523 RELOKICK V1.41** Howdi doodlely doooo Amiga freaks! It's ANOTHER(!) version of ReloKick.
❑ ^^ **V1532 RAYTRACED ALIENS** HAM of a Profiles of the Alien.
❑ ^^ **V1534 ICONIAN V1.97** An icon editor with all the functions of IconEdit under OS3.0, plus more. Features: Support for sizable windows and custom fonts
❑ ^^ **V1535 (AGA) JPEGAGA** Highest quality JPEG viewer (if amap-file for that picture is available) uses the HAM8-mode
❑ ^* **V1537 MAGICCX V1.0** Tthe definite commodity/system enhancer for any Amiga running OS 2.x or better.
❑ ^* **V1538 MASS ICON ALTER** allows manipulation of many icons all at once.
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❑ ^* **V1541 VMEM V & VMM** VMEM v1.0 Release 1 VIRTUAL MEMORY SYSTEM for ALL Amigas with WB2 or above. VMM v2.0 is a virtual memory manager for any Amiga with a 68030 or 68040 processor. Up to 128 MB of virtual memory
❑ ^^ **V1542 (AGA) SIRD. STEREOGRAM GENR V3.8** The dots (which seem random) are calculated in such a way that if you focus behind the picture (monitor, etc), you will see a 3D pic with a real feeling of depth.
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❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^ ^ **3040 TETRIS (AGA)** If you like tetris, you need this disk.
❑ ^ + **3075 18 HOLE GOLF** Fully selectable speed and power functions com-bined with surpub graphics and sound. (2)
❑ ^ * **3287 ROAD TO HELL [2Mb]** Is an over-head view driving game like HotRod. Theres a helping extra which can be bought from the shop like types, Engines, Rockets etc
❑ ^ + **3310 STARBASE 13** Is a graphical adv simular in style to monkey island & Operation Stealth. A brilliant game (2)
❑ ^ + **3370 DIGITIAL TETRIS** Is a 1 or two player Tetris game with neat graphics
❑ ^ ^ **3436 MOTOROLA INVAIDA** Its just another excellent AGA very large graphics space invaider type game. (2)
❑ ^ ^ **3454 (AGA) KLODIKE** Fancy a game of Klodike with AGA graphics. (3)
❑ ^ * **3619 GNU CHESS 4.0** It contains a nice graphical user interface (menus, use mouse to move pieces ect.) The advantages of this program over that others are GNU Chess is a much stronger chess playing program.
❑ ^ + **3766 SMASHING TETRIS** Another tetris variant game with excellent colourly exiciting graphics.
❑ ^ + **3803 A DAY AT THE RACES** In which you can run a horse racing stable with a selection of options. Run a stable of horses.
❑ ^ ^ **3804 (AGA) MEGABALL** the best Amiga bat & bat game ever. New Bats, bricks, sounds extra levels.
❑ ^ + **3814 HIGH OCTANE!** Stunner of a game in the vain of HotRod! You get an overhead view of the race course.
❑ ^ ^ **3819 (AGA) TO THE DEATH** Just has to be purchased because its brilliant, The Best Karate type game around. Select various characters and special moves.
❑ ^ + **3820 DOG FIGHT** BiPlane but with better graphics, sounds, extra long screen sizes, split screen play.
❑ ^ ^ **3839 GEORGE GALAXO** AGA platform. You control a beach bum with a machine gun and must fend off all kinds of enemies
❑ ^ + **3841 KRILLIAN INCIDENT** Take control of a federation starship & travel the known galaxies defending outposts from certain factions of the race called the Krill. similar to games such as Elite and Epic.
❑ ^ + **3844 MOOSE DRIVE** Driving simulator that is shown isometrically on the screen. cars are all three dimensional. Good game in which you not only race against the ever improving computer cars but also customise your car with new parts.
❑ ^ + **3846 TANX 'N' STUFF** The screen is divided into four and then each player drives his or her tank around the countryside in search for the other three tanks which must be destroyed.
❑ ^ ^ **3864 (AGA) MISSILES** You must defend your city of Xenon in this futuristic nuclear war game. First purchase all the weapons and defences that you need, then you have to shoot down the waves of enemy missiles which come in all shapes and sizes. Superb graphics & sound. (2)
❑ ^ ^ **3885 IMPERATOR** A strategy game for one player in which you must conquer the world. Contend with barbarians, plagues, rival empires and your own commanders.
❑ ^ + **3897 TASKFORCE** is in fact quite a complex, strategic war game in which you control a taskforce of five men.
❑ ^ + **3904 SOLAR LORDS** An excellent war gaming game with loads of features like, personal rating, income per turn, credits, military power, luck rating, strategic power, science rating.
❑ ^ + **3909 TOOLBOX** In this game you must move a teddy bear around his toybox, in order to destroy all the bad toys by pushing toy blocks into them.
❑ ^ ^ **3914 (AGA) BEETLE** Platform puzzler in which you must manoeuvre the beetle around various levels collecting all kings of fruits and other power ups.
❑ ^ + **3915 STEEL DEVILS (K)** This game is played with a minimum of two players. The idea of the game is to destroy your opponents within the realms of various different levels. Different weapons can be collected as well as other power ups.
❑ ^ + **3918 STEWARDS ENQUIRY** Ever played one of those horse racing games on an old 8 bit machine. Well this is just like those. Up to eight players can bet their money on horses which race before your very eyes.
❑ ^ + **3919 MINESWEEPER** A classic puzzle game often found on Windows. You must uncover squares without hitting mines and try to work out the where abouts of the mines and marking them.
❑ ^ + **3920 TIMELESS EMPIRE** A text adventure in which you can vertually decide the result yourself.
❑ ^ + **3936 DEEPSPACE V1.6** Is an ansi/ascii text space role playing game. Includes mega enhancements from our original Aminet release and a few bugfixes. CYCLES!! This LightCycles game allows you to design the courses in any paint package.
❑ ^ + **3938 GLADIATOR V1.0** Wargame that runs in WB window. Strategy game, You control 1 or more characters (which can be magic users or fighters) and the computer controls an opposing team.
❑ ^ + **3939 IMPERIAL V2.65** Oriental game in which you have to remove tiles from a layout (like Shanghai). Every game has a solution and there's a layout editor.
❑ ^ * **3940 DUALMAZE V1.3** Solve two mazes at the same time! Single player game using the dual playfield feature of the Amiga to provide a unique challenge. Scrolling graphics, music, and new mazes each time you play!.
❑ ^ ^ **3942 PLANET FALL AGA** Great (and hard) Lunar Lander game. 2 levels of a great lunar lander type game, with nice sounds and fun action.
❑ ^ + **3944 MOONROCKS** Recent news reports indicate a famous dead rock star has been sighted on the moon. Your mission, if you choose to accept it, is to find the rock star and land near him.
❑ ^ * **3945 SPHERES OF INFLUENCE** Is a strategy game of galactic colonization (for one to eight players one of which must be human.) Hard drive installable. 1 Mb of CHIP
❑ ^+ **3946 MIND GAMES 4** Jim's Video Poker v1.0, Larymines v1.0, Mastermind v1.6, MineSweeper, Montana v1.2, NineMen v1.6, SCS v1.0, Washer, Ying&Yang
❑ ^ + **3947 FOOTBALL MANAGER** This is probably the best Football Manager game currently on the market. By Datasoft
❑ ^ + **3948 SENSITIVE** Your stuck on a board simular to a chess board but with squares missing. You have to Move around the board after passing over a square it will dissapear!. You have to end on the end square to complete the level.
❑ ^ + **3949 INDUSTRIAL ESPIONAGE** Is a game for 1-4 players who each take on the role of a spy attempting to steal secrets from a company. Along the way you must search rooms, plant bombs, shoot guards/other spies and access computer terminals in order to complete your mission.
❑ ^ + **3950 SPLOGGY** An excellent platform game in the style of Super Mario World. Brilliant recommened for all its nice colourful graphics and playability.
❑ ^+ **3952 (AGA) KLONDIKE EXTRA CARDS 3-7 (5)** Contain Extra card sets for use with Klondike.
❑ ^^ **3958 (AGA) TETRIS DUEL** This tetris clone is for those of you with AGA machines only. The graphics are very good and so is the gameplay. There are a few extra features such as bombs and other things that drop down instead of the normal blocks.
❑ ^ + **3964 SUPERLEAGUE 3** This is a utility for compiling and storing football results. It allows you to build up a league and or cup database easily and then allows easy access to all the information.
❑ ^ ^ **3968 ERIC SCHWARTZ MORPHY THE MAGIC MAN AGA** This AGA version has even better graphics but needs twice the memory. (4Mb)
❑ ^ + **3969 OVERLANDER** Moonbuggy. You take control of a moonbuggy and must navigate the planets surface whilst shooting both ground and air targets.
❑ ^ ^ **3971 (AGA) BACMAN** This game is an AGA pacman clone which uses the full 2 meg of your machine. Not very exiting, quite good graphics.
❑ ^ ^ **3972 ZOMBIE APOCALYPSE 2** This is the sequal and it is better. With improved graphics and sound effects this game is even more gorey than it's origanal. The gameplay is operation wolf style and is full of blood.
❑ ^ + **3973 KNIGHTS** A very good new adventure type arcade game for two players. You are each a knight who is patrolling the dungeons. There are many items to collect and if you see each other you can have a fight. Excellent graphics and gameplay.
❑ ^+ **3974 BUCK TOOTH BOB'S JUNGLE ADVENTURE** This is a quite amusing platform shoot' em up. The idea is to blow as many birds and other jungle animals apart as possible with Bob's trusty double barralled shot gun!
❑ ^ + **3975 AUTOMOBILES** A cute little racing game which is a bit like skidmarks but on a very small scale. The game can be played with upto three players at once. Good graphics and loads of options like new tracks and different control methods. Great.
❑ ^ + **3976 PEEBEE** A very cutey little shoot' em up in which you are a bee. The game scrolls up screen through garden like levels in which you can shoot just about anything. Good graphics.
❑ ^ + **3977 Q-BIC** This is a very good clone of the game QBert. You need to colour all the squares of a pyramid in this puzzle game.
❑ ^ + **3978 SPACE TAXI** You must thrust your space taxi through space collecting passengers from various platforms and then dropping them off again at other platforms. The catch is that you have to control your undercarriage. Very addictive.
❑ ^+ **4000 TRICK OR TREAT** A game that is played by two only. The game play is rather like Doom on the PC but the idea is to knock on doors where you will get a trick or treat. The treat will help you to seek and destroy the other player.
❑ ^+ **4006 SCHNEBITZ** This is a cartoon style puzzle game in which you must guide Schnebitz through each puzzle by moving certain coloured blocks into their correct positions.
❑ ^+ **4007 STARWOIDS (2)** This is a very well presented arcade game. The game is meant to be like Star Wars. There are lots of well drawn logos, menus and even a short intro which give this game a professional feel. The actual gameplay itself is not quite as exiting but still very addictive. You have to thrust around in your X-Wing collecting troops on the ground.
❑ ^^ **4010 (AGA) KLONDIKE CARDS 08 [STAR TREK]** A set of Star Trek playing cards for Klondike (or Klondike 2). Good.
❑ ^+ **4056 ARCHY'S MINIDASH** This is old C-64 style Boulderdash clone, AdvancedMiniDash, and here is many new great features, like bombs, magic walls, arrows, etc. full editor, what allows to use all features.
❑ ^+ **4066 MORIA v1.2.0** is a single player dungeon simulation. choose from a number of races and classes when creating a character, then 'run' that character over a period of days, weeks, even months, attempting to win the game by defeating the Balrog which lurks in the deeper levels.
❑ ^+ **4067 DYNAMITEWAR V2.0** A tiny game for 2-5 players who fight against each other. It is similar to the commercial Dynablaster or Bomberman, except a 1-player mode is not available. On the other hand, there are a great number of extras. To win the game, one player has to disintegrate all other players by exploding bombs. Author Andre Wiethoff
❑ ^+ **4068 ICE PRINCESS V1.4** Role-Playing Game which is a Demo version of an interactive novel. You are an 18 year old orphan who meets the love of his life on Christmas Eve. A fairy-tale story for both young and grown-up children.
❑ ^+ **4070 ROACHFARM V1.0** Congratulations on your new job as head shipping clerk in the roach division at Insect Fun Inc. Your job is to fill test tubes with live roaches in preparation for shipping so that eager RoachFarm customers may stock their farms with livestock. Author Lucas Swineford.
❑ ^+ **4071 CITADEL SPACE EMPIRE** In Space Empire, you compete with up to 25 other players attempting to control the universe and become the glorious Space Lord. The route is difficult and there are many enemies along the way, an economic and strategy game
❑ ^+ **4072 3D DUNGEON TEXT** (V5.0) This demo enables you to walk through a 3D dungeon. All walls are realtime texturemapped and shaded. The ECS version uses 64 colors. The AGA version uses 256 colors. Author John Hendriks.
❑ ^+ **4076 ANTWARS V1.9** Puts you in the shoes of an ANT who must try and destroy the anemys ant nest. Tactical.
❑ ^+ **4084 ULT.FRUIT MACHINE** Althought the graphics are simple the gameplay is highly addictive and realistic. Good Game.
❑ ^+ **4085 DEPTH CHARGE** is based on an old arcade game in which you control an subarine destroyer. Destroy subs.
❑ ^ + **AS159 DRIVING MANIACS** Best racing game ever seen on PD with solid 3d graphics including Scenery, Track and car details.
❑ ^^ **4089 SOME JUSTICE AGA**
❑ ^+ **4090 GRAPEVINE 20 £4**

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G367 **IRON MAIDEN CARDSET** - Cards for Klondike Deluxe AGA.
G368 **SANDMAN CARDSET** - Cards for Klondike Deluxe AGA.
G369 **BETTY PAGE CARDSET** - Cards for Klondike Deluxe AGA.
G370 **PERIHELION CARDSET** - Cards for Klondike Deluxe AGA.
G371 **SUPER OBLITERATION** - Amazing Pang clone. Top game. Recently reviewed in Amiga Format.
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G374 **SPECTRUM GAMES 6** - Games for the Spectrum emulator.
G375 **SPECTRUM GAMES 7** - Games for the Spectrum emulator.
G376 **SPECTRUM GAMES 8** - Games for the Spectrum emulator.
G377 **SPECTRUM GAMES 9** - Games for the Spectrum emulator.
G378 **SPECTRUM GAMES 10** - Games for the Spectrum emulator.
G379 **EMERALD MINE 2** - Boulder Dash game. Great graphics.
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U291 **RELOKICK 1.41** - Revised version. Couple of added features. Downgrades Kickstart 2.0/3.0 to 1.3.

MISCELLANEOUS

T71 **DEADLOCK 9** - The SCENE disk magazine. Kewl.
T72 **UPSTREAM 9** - Another top Scene magazine with loads of up to date news and more.
T73 **BACK DOOR 2.22t** - Playing tips, cheats and level codes for hundreds of the latest commerical game releases. NOT A500.
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S108-S109 (2 DISKS) **FIT CHIX 1** - Glamour. A1200 ONLY.
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S112-S113 (2 DISKS) **FIT CHIX 3** - More of the same. A1200 ONLY.
S114 **BODY SHOP III** - Glamour slides. A1200 ONLY.
S115-S116 (2 DISKS) **BODY SHOP IV** - A1200 ONLY.
S117-S118 (2 DISKS) **BODY SHOP V** - A1200 ONLY.
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S126-S127 (2 DISKS) **THE GIRLS OF ERIC SCHWARTZ** - Multimedia slideshow featuring the seductive cartoon characters of this famous Amiga animator. •1.5 MEG•
S128 **NEVER LIKED UNO** - Slick slideshow. Fantasy art.
S129 **CINDY CRAWFORD SS1** - The sexy super model.
S130 **CINDY CRAWFORD SS2** - Volume 2.
S131-S132 (2 DISKS) **BODY SHOP 6** - •A1200 ONLY•
S133-S134 (2 DISKS) **BODY SHOP 7** - •A1200 ONLY•
S135-S136 (2 DISKS) **NLP RENDERSHOW** - Captivating raytraced Sci-Fi pictures.

DEMOS

D217 **POLKA BROTHERS "GEVALIA"** - Great new demo. A1200 ONLY
D218 **STELLA "MINDFLOW"** - Red hot stuff!!! REQUIRES 2 MEG OF 32 BIT FAST RAM. A1200 ONLY.
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D221-D222 (2 DISKS) **LETHAL DOSE 2** - Don't miss this amazing demo. A1200 ONLY.
M155 **FRIENDS OF PAULA VOL.6** - More tunes in the series.
D223-D224 (2 DISKS) **SWITCHBACK** - From Rebels. A1200 ONLY
D225 **BOOO II** - Another weird Melon Dezign demo.
D226 **GIMME ALCOHOL** - What we call in the trade a dentro, a demo/intro combination. A1200 ONLY.
D227 **JAMMIN** - Good use of the AGA in producing colourful pattern effects. A1200 ONLY.
M156 **NO GOOD** - You're no good for me, Prodigy remix. A1200 ONLY.
D204 **FUSE** - One of the few new demos that work on Amiga's other than just the A1200. Pretty decent at that. •NOT A500•
D207-D208 (2 DISKS) **HYSTERIA** - New demo from Analogy.
D205-D206 (2 DISKS) **LOVE** - Hot new demo from Fairlight. One of the best this year. •A1200 ONLY•
D209 **ILEX** - Highly original demo from Mystic. •A1200 ONLY•
D210 **GO WITH THE FLOW** - Aga demo with an amusing interactive graphic adventure section. •A1200 ONLY•

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U480-U482 (3 DISKS) IMAGINE STONE TEXTURES - Textures for Imagine.
U483 IMAGINE WOOD TEXTURES - Textures for Imagine.
U484 IMAGINE ORGANIC TEXTURES - Textures for Imagine.



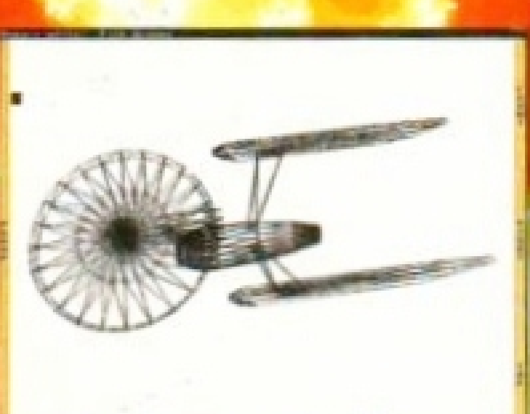
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To strive, to seek, to find and not to yield. Steve McGill finds a new motto in his never-ending quest for the ultimate in Public Domain demo entertainment.

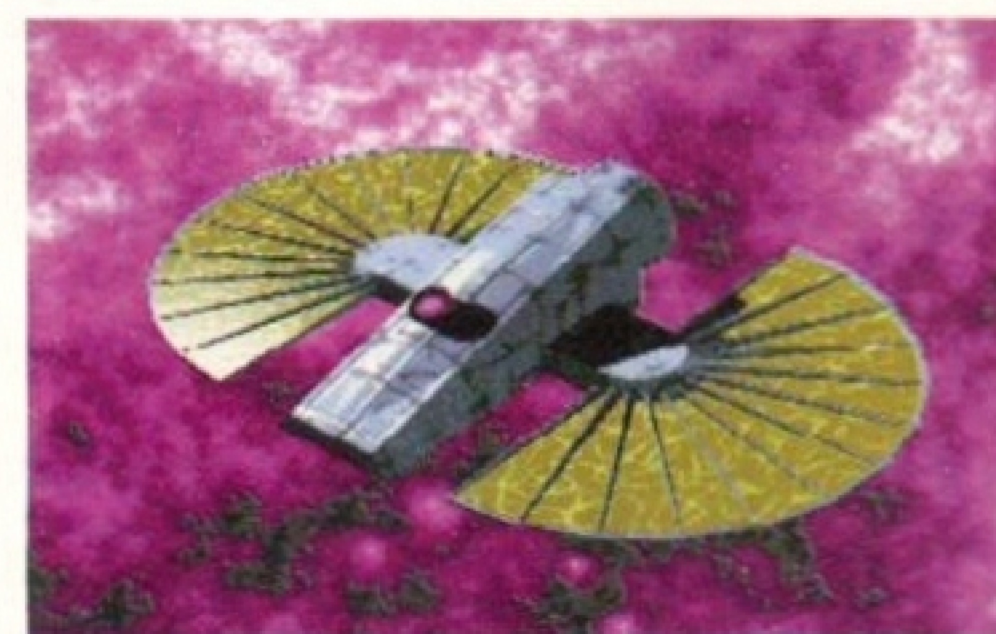
PD Demo Zone



NLP RENDERSHOW: It's a shame that this wasn't an animation with the requisite floating camera angles and lighting effects rather than a pre-rendered *Imagine* picture. But it shows what you can do with an *AF* Coverdisk.



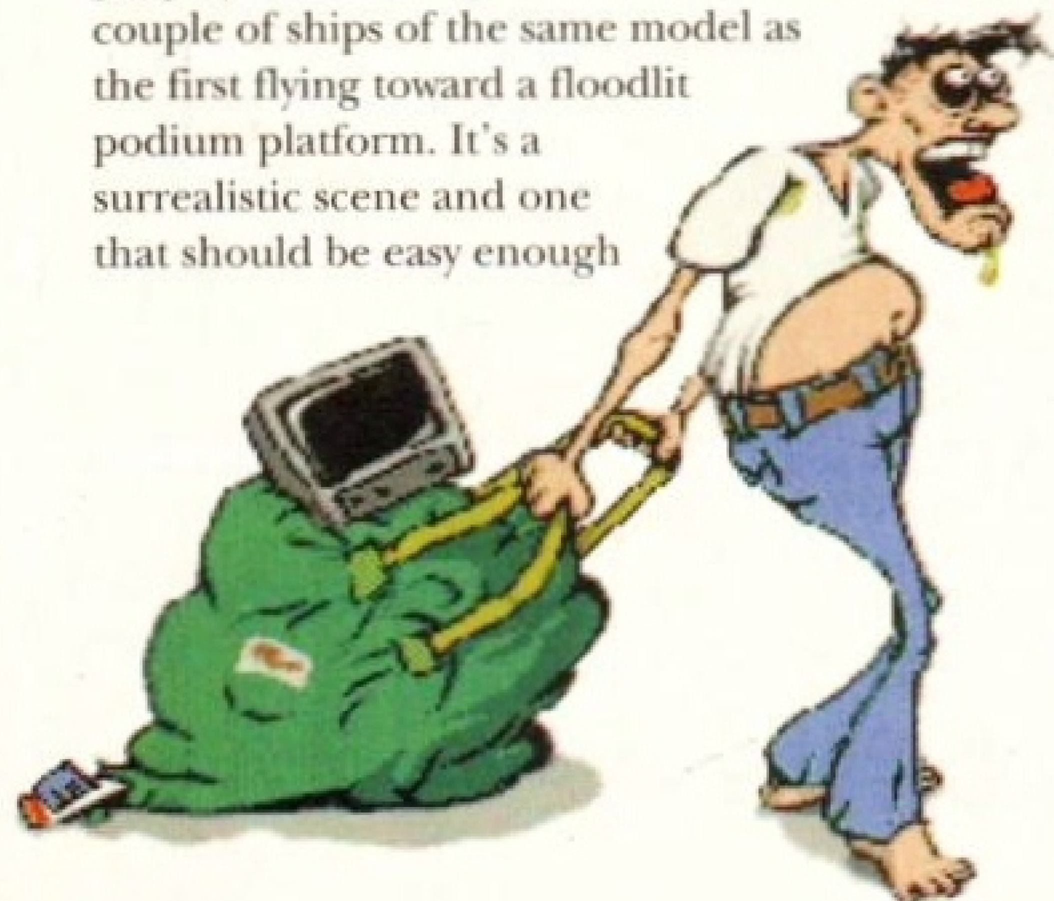
NLP RENDERSHOW: "Good grief, it's a simulated lens flare," stated Jason – the king of the lens flare people.



NLP RENDERSHOW: If Buck Rogers got interested in Flamenco dancing, his spaceship might look like this.

The first of this month's slideshows should appeal to all *Imagine* users. ***NLP Rendershow*** (Ground Zero Software) consists of eight pre-rendered ray-traced pictures and although there's nothing particularly exciting on show, the use of simulated lens flares and different locations for spaceship designs should inspire those of you experimenting with the *AF63 Imagine* Coverdisk and indeed the very fine *Imagine 3* demo with this mag.

Of particular note is the use of *Clouds AGA* to create many of the backgrounds for the rendered objects. The first pic shows us a mid-range shot of the author Neil Parry's spaceship design on a purpley cloud background. The next one shows a couple of ships of the same model as the first flying toward a floodlit podium platform. It's a surrealistic scene and one that should be easy enough to create for anyone with a bit of imagination and lots of enthusiasm.



The second slideshow in the collection, ***Hard Day*** (Ground Zero Software) by EMT Design, offers a bit more than just a common or garden slideshow. It starts off with an animated character who looks like the Finnish equivalent of Rab C Nesbitt dragging a rucksack. Another couple of little animations lead us to the main point of the piece – Silicon Fractals.

The sight of fractals is usually enough to make me jump up and down with suppressed rage. They're so New Age and right on and isn't mathematics wonderful man. But with these Silicon Fractals, it's different. Imagine a fractal image meeting a stereogram, getting down to some serious inter-relational business and then doing the Rocky Horror Time Warp together to another dimension. That's what a Silicon Fractal looks like. And very pretty they are too.

For aesthetic design and computer arty fartiness, this slideshow is hard to beat and is worth checking out if you can pick it up cheaply.



HARD DAY: Take a rucksack, Rab C Nesbitt, a stereogram, and a fractal and you'd end up with this. Probably.

A slight change of pace now as we enter into the land of the dodgy demo. Flip And Trash of Delight have put together a sequence of non-related images and for some obscure reason, opted to call it ***Explorer*** (Ground Zero Software). It features a mechanism that far too many demos



HARD DAY: The creative use of shade and colour throughout this demo is top notch.



EXPLORER: This is an animation in silhouette against a surreal sky. Wow!



EXPLORER: Despite the naff sequencing and tiresome scaled image effects, the artwork is excellent.



IMAGINE: This effect looks a lot better when everything moves. Nevertheless, it still looks good in an "Isn't Timothy Leary old" kind of a way. Unfortunately *Imagine* doesn't live up to its early promise.

are adopting these days – the scaled, pixellated single image. Usually, it's Cindy Crawford or another super model type who gets this treatment.

Let's face it, once you've seen one image, zoomed, rotated, scaled and pixellated, you've seen them all. They're dull and it seems like everyone and his grandmother are into implementing it. Scaled images are up there with rotating cubes in space when it comes to provoking the reaction: "No please, please, not again, please". The only sequence of any real interest in the whole demo is the animation right at the end and it's not worth getting hold of the disk just for that.

Following in the same vein as above, but doubling on the tedium is Dreamdealer's production hiding under the name of ***Imagine*** (Freestyle PD). It features everything that's tiresome, clichéd and stereotyped about the demo scene, which is a shame, because there are some stunning looking graphics tucked away in here.

The introduction screen, for example, resembles a high-quality film poster and it induces a sense of anticipation – an anticipation which is unfortunately let down when the demo starts for real. An image of a half-naked monochromatic woman appears. Suddenly, she's scaled, rotated, zoomed, rippled and pixellated. It lasts too long and the music starts to grate. You can imagine Starsky And Hutch making a getaway on a tractor with a souped up automatic washing machine engine while being chased by one-legged skateboarders from hell to this accompaniment.

There's a rotating, image-mapped, bendy cube in here as well. If you're impressed by technical merit only, then you may just like this demo. Anyone else searching for ideas or inspiration should look elsewhere.

The last and best of the demos this month is an animated contrived version of ***Terminator*** (Cynostic) from a Polish group called Unscrew And Ser. It kicks off with a slick improvised version of the original movie titles. The story itself features some novel mergence of ideas and concepts. This is Terminator meets Little Red Riding Hood and Bugs Bunny with a little warped epistemology thrown in for good measure.

Technically speaking, it hardly pushes the envelope, but it entertains, amuses and even manages to ever-so-slightly shock the viewer – like when the Terminator throws a cute and fluffy little kitten through the window of the local gunshop. OK, so that probably won't shock you unless you're a member of the Animal Liberation Front or the RSPCA or something, but it should make you laugh a bit.

Several other nice little touches permeate the whole production. The image of the wolf crucified at the end of the demo is more out of place than blasphemous, but no doubt some poor soul is going to be offended by it.

So there it is, another month's worth of offerings from Demo Zone. Tune in next month when I'll probably make an appeal to readers at large to grab hold of the *Video Tracker* music and image sequencer and make their own demos to send to me direct. Take a look at *Seventh Heaven* (Club1200) reviewed in *AF64* to check out what can be done with this handy piece of software.

And remember, anyone whose work is good enough might just earn themselves a top prize and an interview in *Amiga Format*, if I can manage to persuade Stevie J that it's a good idea.

See you again next month. 

WHERE TO GET THE DISKS IN THIS ISSUE

CLUB1200, 57 Europa Road, Lowestoft, Suffolk NR32 4BQ. Tel: 01836 328263

CYNOSTIC, Office01, Little Heath Ind Estate, Old Church Road, Coventry. Tel: 01203 681687

FREESTYLE PD, 108 Woodside Way, Short Heath, West Midlands WV12 5NH.

GROUND ZERO SOFTWARE, 28 Sandbeck Ave, Skegness, Lincs PE25 3PX. Tel: 01754 760665

TOP 10 DEMOS

The kind supplier of this month's top 10 demo chart is:

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8. Maximum Overdrive 2 AGA
9. Sequential Demo
10. Big Top Glamour Slide AGA



TERMINATOR: Is this demo blasphemous and offensive, or an astute juxtaposition of cultural reference in a tongue in cheek vein? It all depends on your point of view.

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- ☐ 3209 WB3 RAINBOW — Puts a fancy rainbow effect behind your dull workbench screen
- ☐ 3211-5 WEIRD SCIENCE — Exceptional quality graphics various subjects, animals etc
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- ☐ 3225-6 SUPER HAM PIX
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- ☐ 3403 MORE WB3 HACKS
- ☐ 3405 WINBLENDER
- ☐ 3418 NFA A1200 UTILS — Collection of tools for the A1200
- ☐ 3419-2 FIT CHICKS — Stunning AGA pictures of girls
- ☐ 3422 RETINA BURN RAVE
- ☐ 3423-2 NIGHT BREED PIX
- ☐ 3425 FREAKS BODYSHOP — More girly pix
- ☐ 3428 ANDYS WB3 UTILITY THE BEST! — Huge range of different tools for the A1200/A4000
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- ☐ 3436 JPEG UTILITIES
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- ☐ 3501 HOIS 2 MEGADEMO
- ☐ 3530 QUICK GRAB AGA — Pic ripper
- ☐ 3610 LYAPUNOVIA AGA — Stunning space generator
- ☐ 3620-2 BODYSHOP 4 — More stunning babes!
- ☐ 3627-2 Motorola INVADERS 2 — Amazing AGA Space Invaders game with a stunning 1 meg soundtrack.
- ☐ 3687 TMAP DEMO — Interactive 3D maze...256 colours
- ☐ 3693 MANDELMANIA 4 AGA — Fractal generator
- ☐ 3789-2 BODY SHOP 5 AGA — Lovely ladies!
- ☐ 3795 XANADU AGA — Good mega demo
- ☐ 3796-2 FIT CHICKS 3 AGA — Unreal lovely ladies. Ooh La La!!
- ☐ 3798-2 FIT CHICKS 2 AGA — Ooh la la......again
- ☐ 3802 EMPTY HEAD AGA — Smart new megademo
- ☐ 4001 FRENCH DEMO
- ☐ 3888 MEGA BALL AGA — Stunning new AGA version of Break-Out WOW!
- ☐ 3800 VIEWTEK 2.0 — Latest AGA pictures viewer
- ☐ 3751 FERRARI AGA SLIDES — Stunning pictures of cars
- ☐ 3697-2 ASI AGA FIX DISKS
- ☐ 4005-3 KLONDIKE AGA — Stunning 256 colour card game.
- ☐ 3833-4 MANGA AGA PICTURES — Heaps of Japanese manga pictures
- ☐ 3838-2 COMPLEX "ORIGIN" — Unreal introduction to an Amazing Mega demo. Loads of raytaced planet scenes. Brilliant!
- ☐ 3843-2 STAR TREK PICTURES — Impressive AGA Star Trek Slides
- ☐ 3853 CHANEL NO 5 — Amazing new A1200 Megademo.
- ☐ 3981 AGA DATATYPES — Includes JPeg, PCX 1&2, BMP, ILBM Mac and loads more
- ☐ 4049 ABSTRACT PIG
- ☐ 4055 "FULL MOON" AGA
- ☐ 4046-2 BIG TIME SENSUALITY — Rated the best ever AGA demo Includes an amazing remixed soundtrack by Bjorg, and stunning graphical routines.
- ☐ 4116 AGA BACKDROPS
- ☐ 4123 CONVERT HAM — Converts HAM pictures to 256
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- ☐ 4125 CD>CD ROM
- ☐ 4130-4 KLONDIKE cards — A collection of additional cards for use with KLONDIKE includes Girls. Animals etc.
- ☐ 4140 BRAIN STATE IN A BOX
- ☐ 4144 ASI MULTIVISION — Graphics utilities
- ☐ 4145 BEYOND BELIEF — Another superb demo
- ☐ 4146-3 INVESTATION — 3 disk mega demo
- ☐ 4151-2 BODYSHOP 7 — Lovely ladies on disk
- ☐ 4153-2 BODYSHOP 6A
- ☐ 4161 FRIDAY AT EIGHT DEMO — Brilliant megademo
- ☐ 4160 HOI AGA REMIX — Very strange collection of games
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- ☐ 4185 HYDROZONE GAME — Very fast 3D game
- ☐ 4209-2 FAIRLIGHT LOVE — New Fairlight megademo
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- ☐ DPI6 EXTERMIN8 AGA — Virus Killer package
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GAMES

- ☐ 2810 SUPER PACMAN — Brilliantly smooth version of that classic
- ☐ 3897 KARATE CHAMP — A new Karate beat'em up
- ☐ 3898 DIGGER — From the Arcade version
- ☐ 3900 KLAWZ THE CAT — Nice looking platform game
- ☐ 3901 BLACK DAWN — Brilliant D&D game
- ☐ 3902 BAT DOG — Fast and addictive platformer
- ☐ 3903 AMIGANOID — Breakout but with 2 bats!
- ☐ 3904 WORLD DARTS — Play darts the easy way
- ☐ 3905 BOB'S GARDEN — Excellent Diggers game
- ☐ 3908 CAFFEINE FREE DIET — Very fast paced horizontal shoot em up. Great stuff!
- ☐ 3909 GALAXY '93 — Superb Galaxians game. Very original sound FX
- ☐ 3910 CRONIC THE HODGEHEG — A poor mans Sonic the Hedgehog game. SAD!
- ☐ 3891 DARTS GAME — Another darts game?
- ☐ 3895 ICE RUNNER — Based on the classic Loadrunner, but with totally updated graphics and sound
- ☐ 3888 MEGABALL AGA — A 256 colour breakout game
- ☐ 3869 PLACEBO INVADERS — Colourful Space Invaders game
- ☐ 3870 TACHYON — A Tron clone
- ☐ 3871 MOOSE DRIVER — Fast top view racing game
- ☐ 3873 DITHEL IN SPACE — Cute but addictive platform game/shoot'em up
- ☐ 3861 NOSTAGIUM — The classic C64 uridium is here
- ☐ 3858 LCD GAMES — 4 classic LCD games
- ☐ 3776 FATAL MISSION 2 — Brilliant shoot'em up
- ☐ 3777 Operation Firestorm — Features fantastic graphics. Great platform/shoot'em up
- ☐ 3745 HIGH OCTANE — Fast car racing game
- ☐ 3718 NUMTRIS — See above
- ☐ 3667 INSECTOIDS 2 — brilliant shoot'em up
- ☐ 3668 SHANGHAI '93 — A fantastic conversion
- ☐ 3640-2 STARBASE 13 — A huge arcade adventure
- ☐ 3635 ROBOULDIX — Up to date Boulderdash clone
- ☐ 3623-2 MR MEN OLYMPICS
- ☐ 3627-2 MOTOR INV 2 AGA
- ☐ 3612 KUNG FU CHARLIES — 2 player platform/beat'em up
- ☐ 3573-2 18th HOLE GOLF — PD golf game. Good stuff
- ☐ 3580 FIREFLY SHOOT'EM — Fast & Furious
- ☐ 3570 RUMMY — The card game
- ☐ 3563 ROAD TO HELL — Another good top view racer
- ☐ 3505 GIDDY — Excellent cute platform game
- ☐ 3455 GNU CHESS ks2/3 — Intelligent chess game
- ☐ 3462 STARIANS — Fast shoot'em up
- ☐ 3987 VCHESS II — Latest chess variant on the Amiga
- ☐ 3986 SCRABBLE — Based on the popular board game
- ☐ 3955 BLASTER — Fast and furious shoot'em up
- ☐ 3985 TEN PIN BOWLING
- ☐ 126-3 STARTREK — Based on the all time classic series.
- ☐ 4233 KID'S POOL KS2/3 — Superb quality Pool game
- ☐ 4226 EVIL INSECTS — Brilliant shoot'em up, features a fantastically animated main character.

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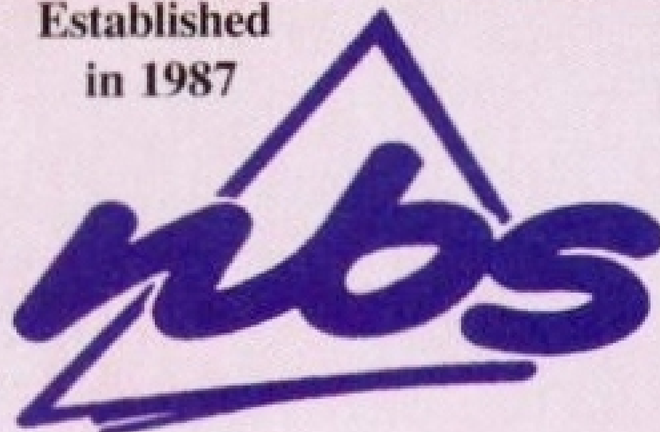
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U4038 (P) DPaint tutor (easy route to Pro Graphics)
U4085(P) Clipart (65 pics of Aircraft 20 of space)
U4086(P) Clipart (45 Fancy borders - V.Good!)
U4087(P) Clipart (149 General Symbols)
U4088(P) Clipart (47 Religious Pictures)
U4091 (P) Knit (Print knitting patterns from DPaint pics)
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U4101 (P) Superleague V3.5 (Football league editor)
U4103 (P) Amos Extensions (for Amos & Amos Pro - 6 great extensions)
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GAMES
G6036 (P) Total War (Perfect version of The Risk board game)
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G6087 (P) Wayne's World Pong (pong tennis)
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G6096 (P) Paradroid 2 (Classic C64 game)
G6097 (P) The Shepherd (Brilliant! Populous with animals)
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ISSUE 62: AUGUST 1994
Coverdisks: Complete music package *OctaMED Pro V5* worth £30 and demo of the motor mogul game *Detroit*.
Main Feature: The Amiga's role in the interactive television revolution.
Serious Section: Zappo CD-ROM drive, Retina Z3 graphics card, Microbotics SX-1 CD³² add-on, Blizzard A1230-II accelerator card, HiSoft Basic v2, Maxon screen blanker.
Games: Banshee, Kick Off 3, Empire Soccer, Benefactor, Kings Quest VI, Burntime, Bump 'n' Burn, Mega Race preview.



ISSUE 61: JULY 1994
Coverdisks: Complete animation package *ClariSSA* worth £70 plus playable demos of *Apidya* and *Wembley International Soccer*.
Main Feature: Animation techniques.
Serious Section: Round-up of hand scanners, Imagine 3, Bars & Pipes 2.5, Zappo Smart Stor, CD³² Video Creator.
Games: James Pond 3, Impossible Mission 2025, Valhalla, Out To Lunch, Armour Geddon, Super Methane Bros, extensive round-up of football games.



ISSUE 60: JUNE 1994
Coverdisks: Three disks! Complete version of *InterSpread* spreadsheet worth £20, plus *Demo Maniac* and *DreamWeb* demos.
Main Features: Introduction to computer art packages, review of the Commodore A4000T, round-up of education packages.
Serious Section: Music X 2.0, Fed-CASE, PhotoworX, Humanoid, inkjet printers, Dir Works.
Games: Syndicate Missions, Sierra Soccer, Elfmania, Tactical Manager, Heimdall 2, Traps 'n' Treasures.



ISSUE 59: MAY 1994
Coverdisks: Full *InterBase* database worth £20 and *Indexer* filing system, *Syndicate* demo.
Main Features: The CD1200, Wordworth v Final Writer.
Serious Section: Vertex 2, M-tec card, Power scanner, Microvitec monitor, CD-ROM controller.
Games: K240, Arcade Pool, Apocalypse, Mr Nutz, RL Coach, Darkmere, Innocent Until Caught.



ISSUE 58: APRIL 1994
Coverdisks: Three Coverdisks! *Music-X* worth £199 plus structured drawing package *ProVector 2.1* worth £100, and demos of *Total Carnage* and *Dozer*.
Main Features: Full Motion Video, hard drive tips.
Serious Section: Studio 16, Vista Pro Lite, ADPro 2.5, ClariSSA, Lightrave, Personal Paint 4.
Games: Microcosm, Legacy Of Sorasil, Man United, Perihelion, Champ Man Italia, Hyperion.



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What a tremendous issue! More than 1,000 Amiga programs reviewed and rated including word processors, spreadsheets, databases, video, paint, animation, music, Comms, programming, education, DTP and more than 600 games!

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ISSUE 63: SEPTEMBER 1994

Coverdisks: Complete Gold-rated DTP PageSetter 2 package worth £99 and demo of Psygnosis' Doom-like G2.
Main Features: Desktop publishing, in-game graphics.
Serious Section: Lightwave 3.5 preview, Warp Engine, Workbench 3.1, round-up of accelerator cards.
Games: Theme Park, Putty Squad, On The Ball, Ishar 3, Universe, Kid Chaos.

ISSUE 64: OCTOBER 1994

Coverdisks: Video titling package *TV*Text Professional* worth £129, *Theme Park* demo.
Main Feature: Become a movie mogul. We show you how to harness the Amiga's remarkable video and graphics power.
Serious Section: Genlock round-up, Lightwave 3.5, Protext 6.5, Tabby, TV*Text Pro v2, book reviews.
Games: Super Stardust, Ruff 'n' Tumble, Detroit, Vital Light, Top Gear 2, Morton Strikes Back, The Clue, special Team 17 games preview.

ISSUE 65: NOVEMBER 1994

Coverdisks: *Pixel 3D Pro* image creation program (needs 2Mb, incl 1Mb Fast RAM), *Sensible Golf* demo.
Main Feature: How the *AF* cover was created.
Serious Section: Image processing round-up, Page Stream 3.0, A-Cut, ProGrab 24RT, Indexer, Pixel 3D Pro v2, The Lightwave Collection, TurboCalc.
Games: FIFA International Soccer, UFO, Guardian, PGA Tour Golf, On The Ball, Club Soccer, Reunion, Robinson's Requiem, Crystal Dragon, special Virgin games preview.

OTHER GREAT ISSUES STILL AVAILABLE

ISSUE 57: /MARCH 1994
Coverdisks: *Ami-Back* disk utility worth £30, plus *Ami-Back Tools Jr* and playable demos of *Arcade Pool* and *Universe*.
Serious Section: Media Point, QuarterBack 6, VideoStage Pro, VideoMaster AGA, CD software.
Games: Beneath A Steel Sky, Bubba 'n' Stix, The Blue And The Grey, Brian The Lion, Batman Returns, Winter Olympics.

ISSUE 56: FEBRUARY 1994
Coverdisks: Complete *FractalPro* package worth £20, plus demos of *Wordworth 3, Tornado* and *Toado*.
Serious Section: Playmation, ProText 6, Rainbow 3, TrapFax, Disk Expander.
Games: Tornado, Ryder Cup Golf, Star Trek 25th Anniversary, Maelstrom, Simon The Sorcerer, Gobliins 3, Campaign 2.

ISSUE 55: JANUARY 1994
Coverdisks: Full *DiskMaster 2* utility worth £50, plus *Beneath A Steel Sky* demo.
Serious Section: Adorage 2, Final Writer, Vidi-24, 24-bit graphics cards, Fargo Primera colour printer, Multiface Card 3.
Games: Liberation, Genesia, Skidmarks, Stardust, Mortal Kombat, Holiday Lemmings, F1, Jurassic Park AGA.

ISSUE 54: CHRISTMAS 1993
Coverdisks: Full *SuperJAM!* music package worth £75 plus exclusive *Cannon Soccer* hybrid from Sensible.
Serious Section: Magic Lantern, Edit Mate, Money Matters 3, One-Stop Music Shop, Montage, Craft, GVP A1230 Turbo+.
Games: Frontier, Hired Guns, F117A Nighthawk, Cannon Fodder, The Settlers, Kingmaker, Rules Of Engagement.

ISSUE 51: OCTOBER 1993
Coverdisks: Complete *TurboPrint 2* package worth £50, plus playable demos of *Skidmarks* and *Second Samurai*.
Serious Section: Deluxe Music 2, Mini Gen Professional, VideoPilot, Scenery Animator 4, TechnoSound Turbo 2.
Games: Castles 2, Backsides, Patrician, One Step Beyond, Blob, Soccer Kid, International Open Golf, Mean Arenas.

ISSUE 50: SEPTEMBER 1993
Coverdisk: *Deluxe Music Construction Kit 2* demo, plus *Insectoids 2*, arcade blast.
Serious Section: Blitz Basic 2, AMOS Pro Compiler, Vidi-12 AGA, Proper Grammar, RAM expansions, Golden Image scanner.
Games: Dune 2, Yo! Joe!, D-Day, Ishar 2, Sim Life A1200, Hill Street Blues, Entity, Blade Of Destiny, Man Utd Europe.

ISSUE 49: AUGUST 1993
Coverdisk: *Stardust* demo, *Genesis 3D*.
Serious Section: InterOffice, Trifecta 500 LX, Home Music Kit, SyQuest IDE drive.
Games: Goal!, War In The Gulf, Syndicate, A320 Airbus, Gunship 2000, Mig-29, The Immortal, Fulcrum, Space Legends, Prey.

ISSUE 48: JULY 1993
Coverdisk: *Syndicate* and *Adorage* demos.
Serious Section: GVP Impact Vision 24, Emplant, typing tutors, Canon bubblejet printers, Power high density disk drive.
Games: Battle Isle 93, Champ Man, Reach For The Skies, Transartica M1 Tank Plat.

ISSUE 47: JUNE 1993
Coverdisk: *B-17* and *D-Hero demos.*
Serious Section: Adorage, TV Paint 2, Personal Write, Retina, G-Lock.
Games: Superfrog, Whale's Voyage, Graham Gooch Cricket, Cohort II, Human Race, Nippon Safes, TL Strategy Football.

ISSUE 46: MAY 1993
Coverdisk: *Charlie Chimp, Fraction Goblins, Atoms* demos, *Check V4* utility .
Serious Section: Pro Page 4, Kid Pix, Bars & Pipes Pro 2, Real 3D 2, Vista Pro 3, Type Smith, DOS Lab.
Games: Lemmings 2, 1869, B-17 Flying, Fortress, Scrabble, Knightmare, Desert Strike, Storm Master, Walker, Legend.

ISSUE 45: APRIL 1993
Coverdisk: *Dong!* game demo, image processing and multimedia demo.
Serious Section: Video Back-up, CanDo 2, Musicolor, Directory Opus 4, GVP's Image FX, A1200 accelerators, Alfa Power HD.
Games: A-Train, Bard's Tale Const. Set, Hero Quest, Flashback, Lionheart, Chaos Engine, Legend Of Ragnarok.

ISSUE 42: JANUARY 1993
Coverdisks: The complete *AMOS* creation program, plus *Lemmings 2* demo.
Serious Section: Final Copy II, Morph Plus, RocKey, A500 hard drive.
Games: 3D Construction Kit 2, Flight Of The Intruder, KGB, Humans, Troddlers, Operation Stealth, Leeds United, Sensible Soccer, No Greater Glory, Nigel Mansell, Lemmings Collection.

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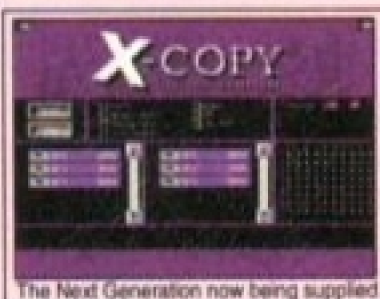
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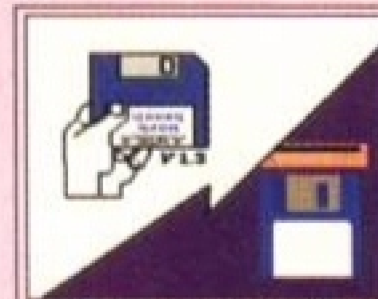
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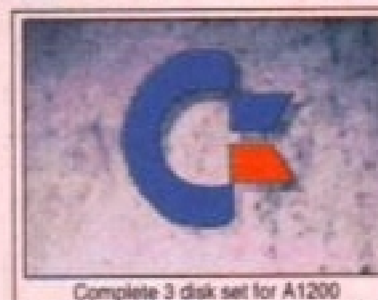
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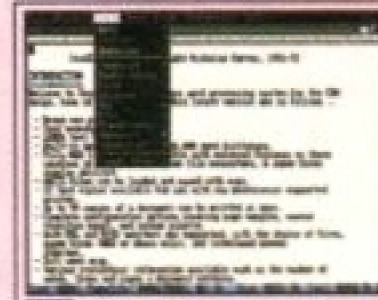
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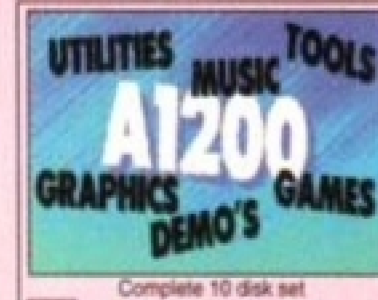
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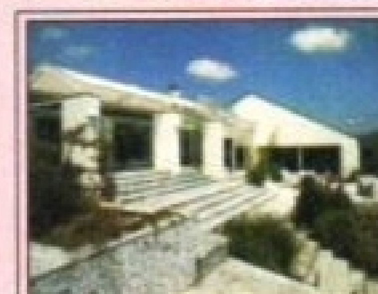
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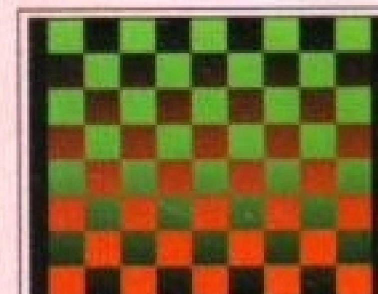
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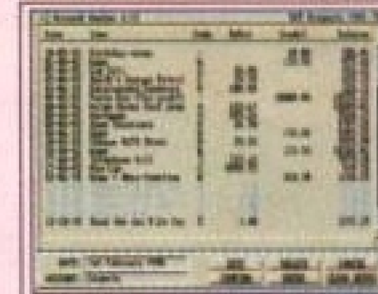
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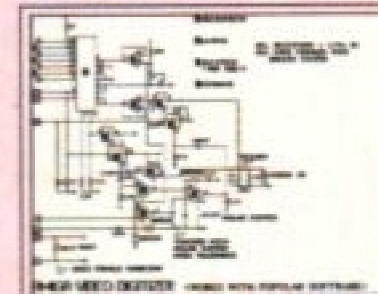
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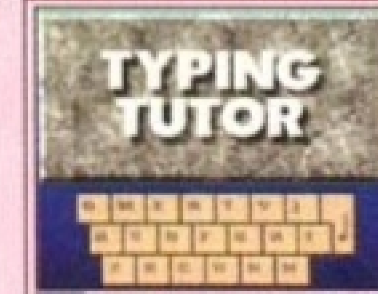
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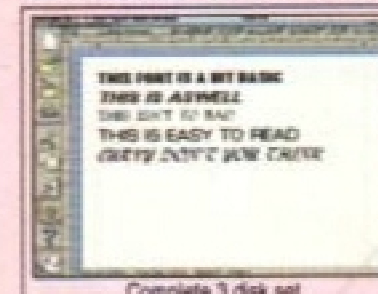
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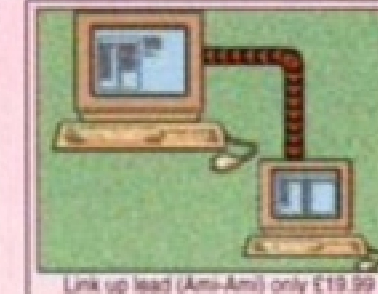
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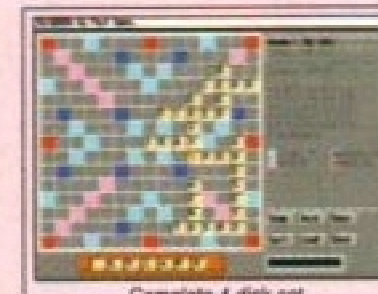
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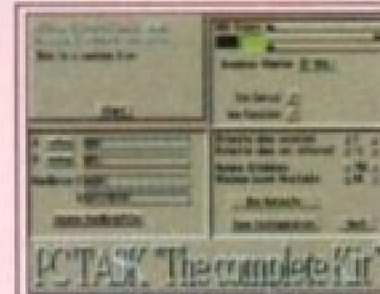
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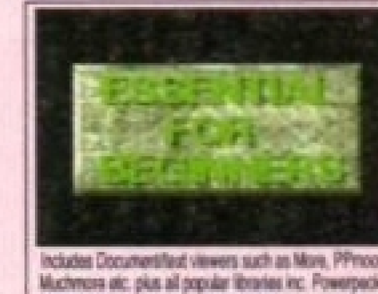
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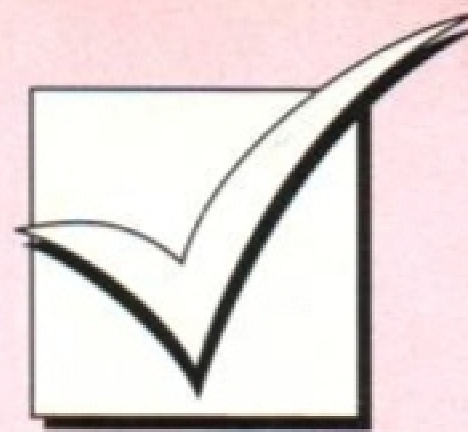
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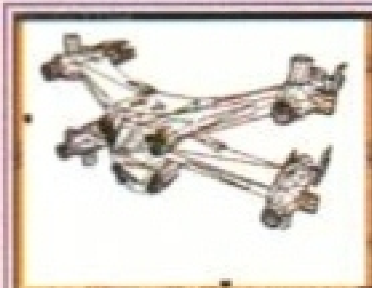
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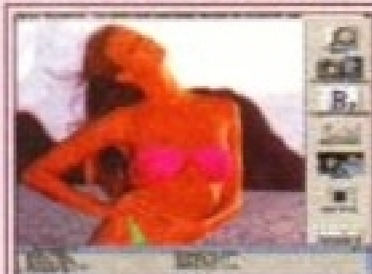



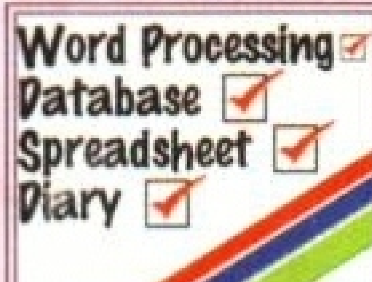

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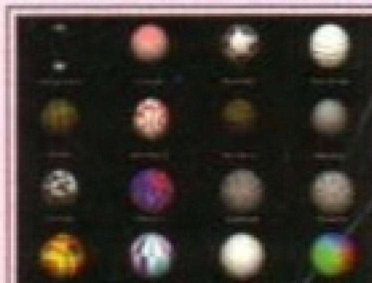

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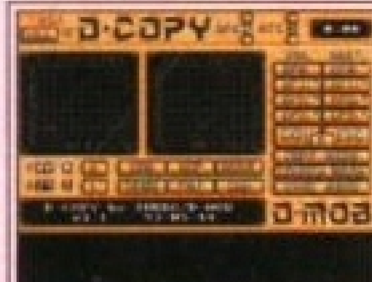


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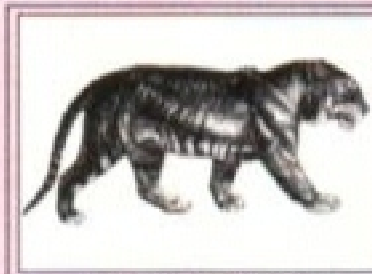
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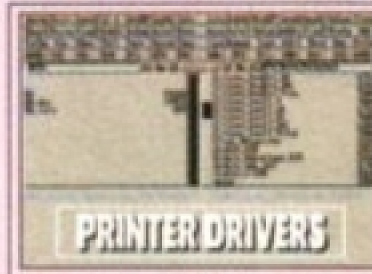

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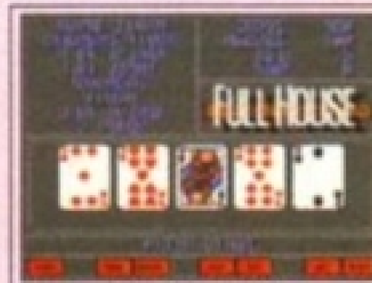
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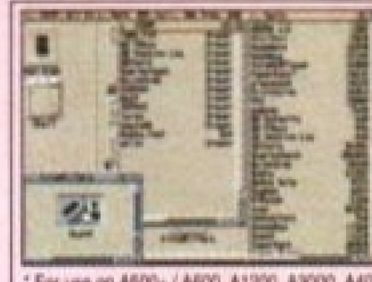
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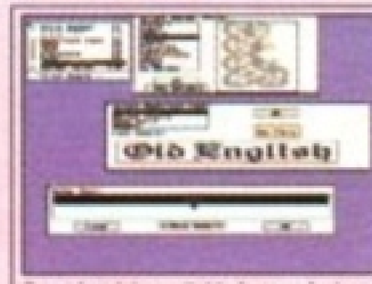
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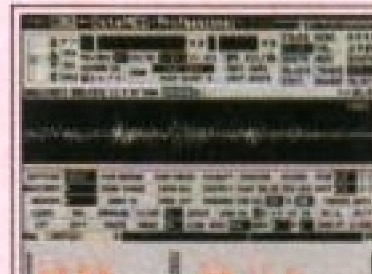

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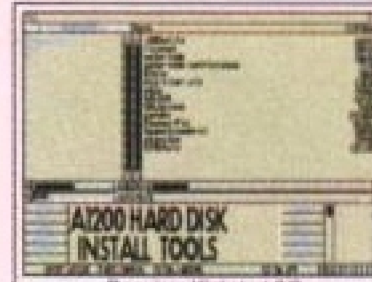
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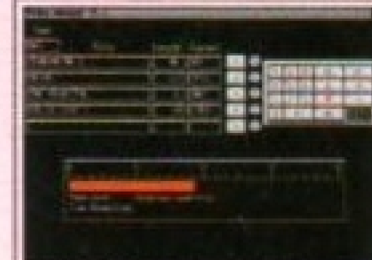

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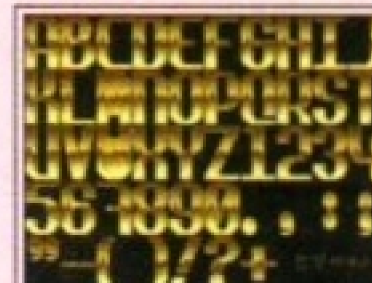


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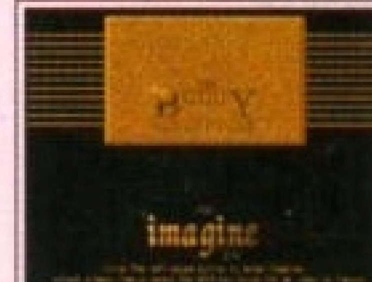


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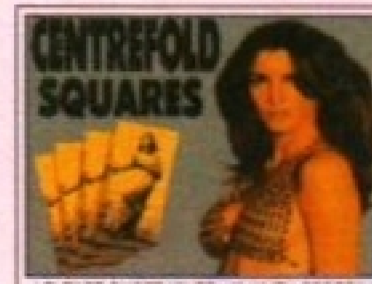

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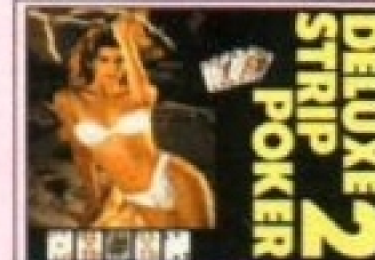


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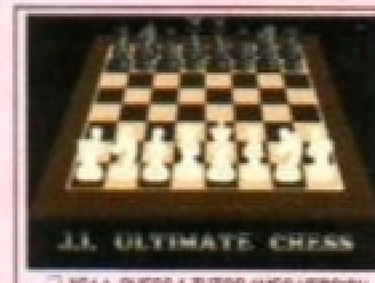


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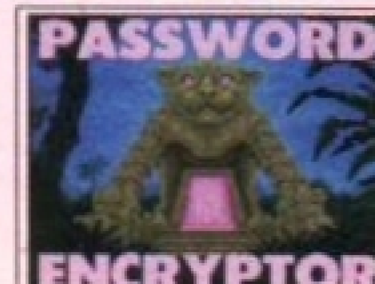


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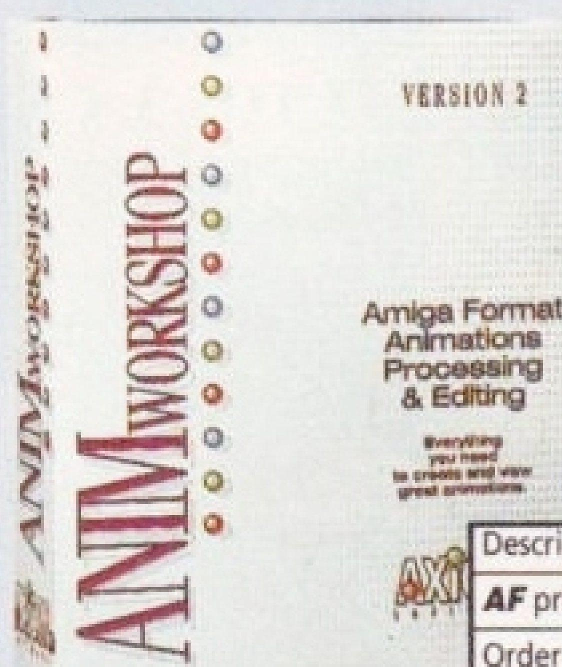
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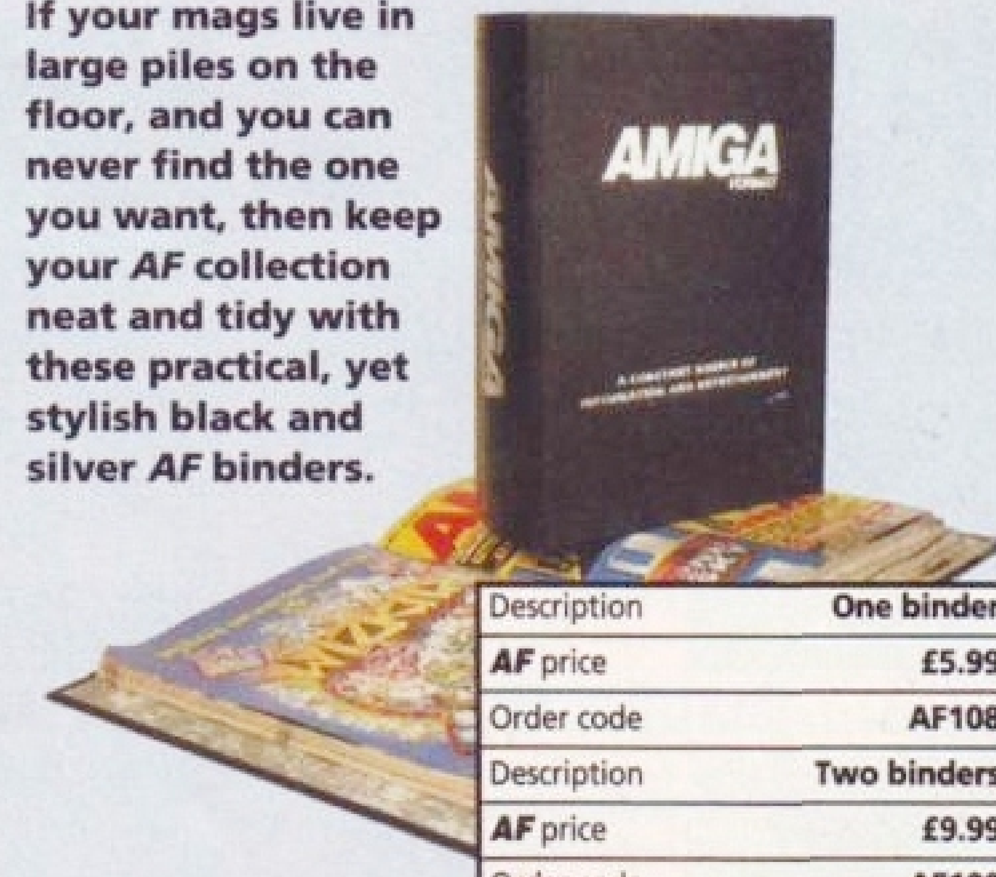
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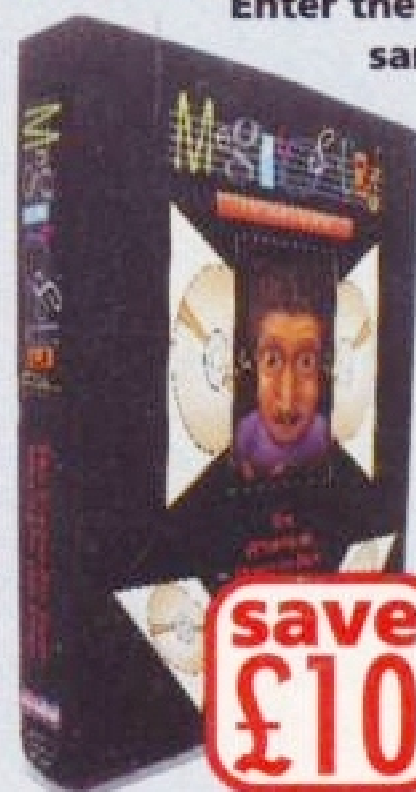
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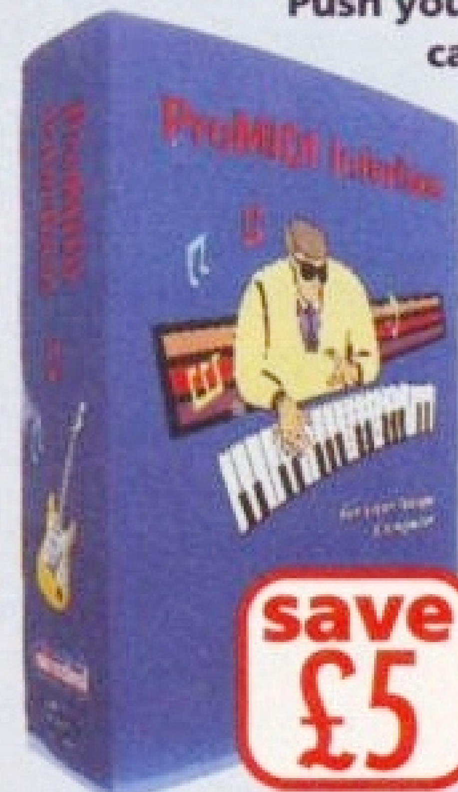


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FOR THE AMIGA 1200

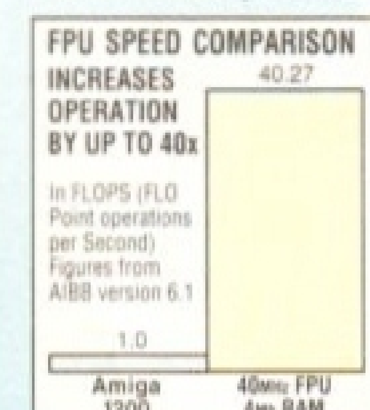
1Mb, 2Mb, 4Mb & 8Mb RAM versions available with Optional Extra Floating Point Unit

2 YEAR WARRANTY



BUILT-IN BATTERY BACKED CLOCK

Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The Amitek Hawk RAM expansion includes up to 8Mb fast 32-bit RAM, the ability to support an optional, sophisticated 68882 FPU (Floating Point Unit - drastically increases the speed of maths intensive operations - e.g. in applications such as Lightwave 3D) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 4 versions, each with the option of either a 33MHz or 40MHz PLCC 68882 co-processor.



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- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
- Uses industry standard socketed SIMMs for easy upgrades
- Optional Floating Point Unit - 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

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OPTIONAL FLOATING POINT UNITS
Available with above RAM upgrade boards

33MHz PLCC FPU + CRYSTAL	£59
40MHz PLCC FPU + CRYSTAL	£99

PRICES FROM ONLY
1Mb RAM, NO FPU
£99
INC VAT - RAM 1210

1Mb SONY 3½" DELUXE FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS



'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES

The Amitek drive has many deluxe features not included in other drives - check out the competition!

ANTI-CLICK

This feature stops your drive making whirs and clicks when the drive is empty and searching for a disk.

ANTI-VIRUS

This switchable mode stops track 0 viruses infecting the disk while in the drive. Unlike many other drives which have virus killers, this mode can be disabled, allowing some fussy copy protected software to run.

ADD MORE DRIVES

The Amitek drive is also daisy-chainable, so you can add further drives to your system, using very little power from your Amiga.

QUALITY SONY MECHANISM

Amitek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners demand.

Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	–	–	–	–	–	–
ZAPPO	–	–	✓	–	–	–

- HIGH QUALITY 3½" SONY MECHANISM
- STRONG METAL CASING
- BUILT-IN ANTI-CLICK FEATURE
- SWITCHABLE ANTI-VIRUS MODE
- ENABLE/DISABLE SWITCH
- 75MS ACCESS TIME
- DAISY CHAINABLE VIA THRU PORT
- LOW POWER USAGE
- EXTERNAL PSU NOT REQ'D
- 2 YEAR WARRANTY

EXTERNAL DRIVE **£59** INC VAT - DRI 1159

1Mb INTERNAL FLOPPY DRIVES

FOR AMIGA 500/500PLUS & AMIGA 600/1200

These internal Amitek replacement drives are ideal for users who wish to replace their existing internal drive.

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ASSIGN OF THE TIMES

With reference to S Anslow's question about installing *BattleChess* on to his hard disk (*AF64*, Workbench, p137), I think your reply was slightly misleading when you said that you can't assign df0 to anything. Try:

```
Assign df0: DISMOUNT <return>
    Assign df0: dh0: <return>
```

This works under WB2.1 at least. I use something similar to avoid the worst of the tedium brought on by Coverdisks that use *DiskMasher*, which insists on unpacking to df0:

In this case I obviously need a properly structured pseudo-floppy and use *fmsdisk* to provide two fake floppies on my hard drive (one OFS and one FFS) that can't be distinguished from the genuine article, (unless you recall they're twice as fast). These are partly set up – to be activated when required – in a spare directory of my hard disk. Once unpacked I have only to assign whatever the new floppy should be called to FFO: and up, up and awaaaay!

I'm amazed people don't use *fmsdisk* much more than they do – real floppies are so painfully slow! You may find you need to fiddle the sample mountlist entries to get FFS working properly under WB2.1, but both types are OK under 1.3.

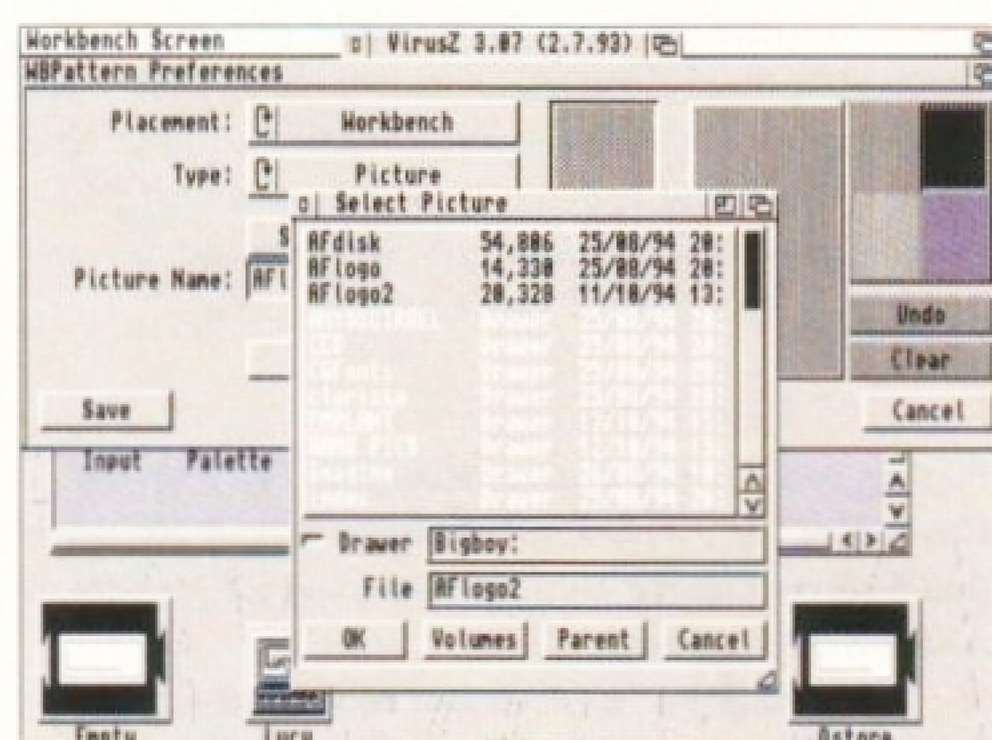
Ken West, Deal, Kent

Thank you for that. Yes, in retrospect the answer we gave was a bit misleading, but at the same time, if you want to install games on to your hard drive so that they work from boot-up, you don't want to go typing stuff into the Shell. With my solution you could enter the commands in the start-up.

However, if you disable df0: at start-up, you won't be able to use your floppy drive at all, so it is much better to assign the floppy name to the correct directory.

Thanks also for your tips regarding *DiskMasher*, or *DMS*. A similar technique which might be useful to some readers with a little more RAM is to mount a RAD disk and assign that as df0: or whatever disk is required.

MISSING PICS



Locate your backdrop picture somewhere Workbench can find it when it starts up.

I have just started using my A1200 for serious stuff. I am getting to grips with Workbench but I'm having difficulties. I'm attempting to load an IFF picture created in *DPaint* into the background of Workbench. (I was having a problem making it fit on to the screen but after reading a letter in *AF63* that's been sorted out.)

I've managed to save it, but whenever I load up Workbench I get a message asking me to insert my *DPaint* save disk. This is very annoying and has also been bugging a few of my friends at school. Is there a way around this so I don't have to use *DPaint* every time?

Paul Spadaccini, Poole, Dorset

You have followed all the steps correctly, but the picture needs to be loaded each time you start up.

Continued overleaf ➡

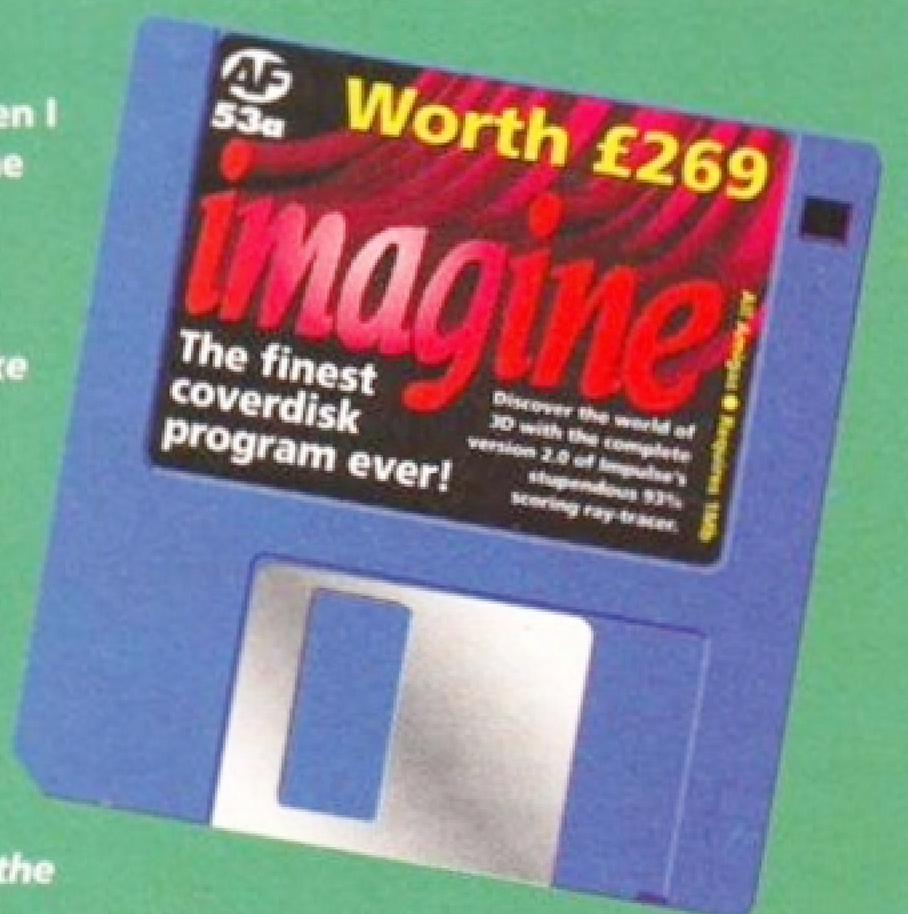
IMAGINATION

I am enjoying using the *AF53 Imagine* Coverdisk, but when I try to make an animation it all goes wrong. I followed the tutorials to the letter and I do end up with an anim, but when I load it into *DPaint IV AGA* the colours become a mess, even though I lock the pallet in *Imagine*.

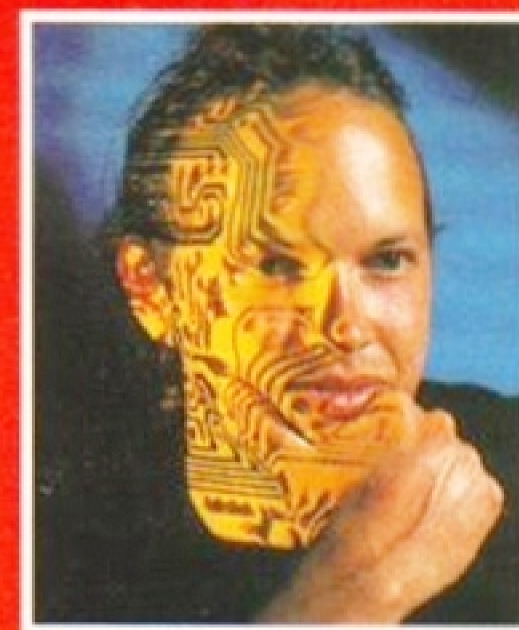
A Grimley, Stoke

The anim format used in Imagine 2 *is not the same as* DPaint's *(Anim5). If you want to be able to play around with the anim in* DPaint*, the best thing to do is to get* Imagine *to render all the frames and then load them in to* DPaint *as single frames.*

You still need to lock the palette and to get any decent animation speed in DPaint*, you will probably have to reduce the resolution to 64 colours or something like that, depending on the screen mode and the complexity of the picture.*



IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as possible, and attempt to sort out all of your problems.

Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **FREQUENCY.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **DIFFICULTY.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the documentation.
- **IMPACT.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail the actual problem as best as you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.

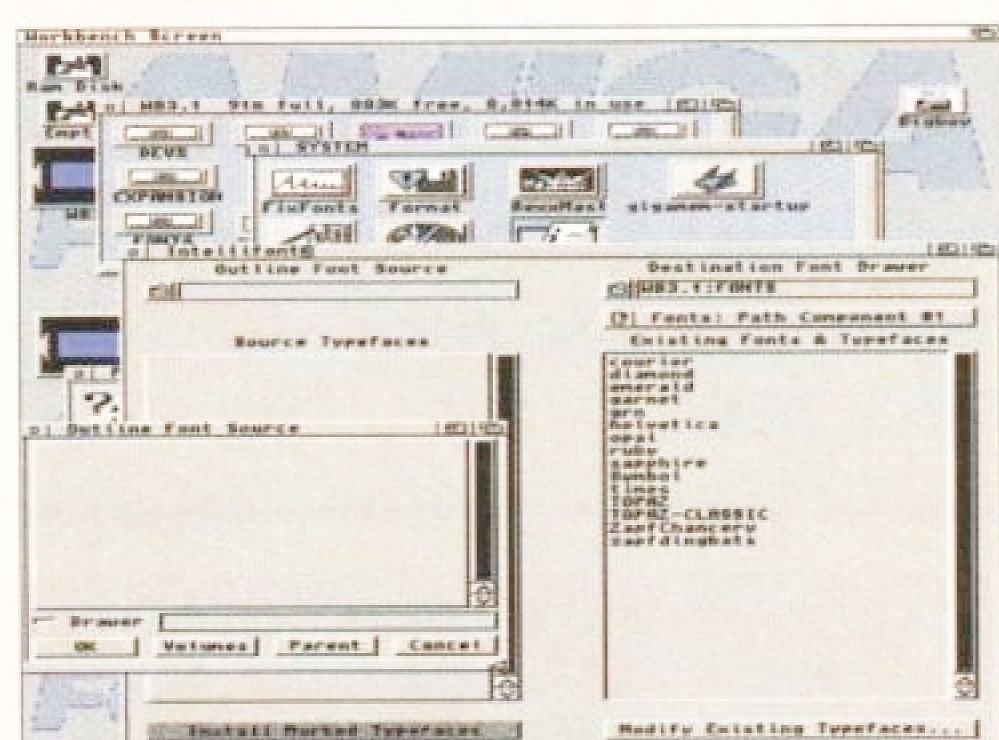
DON'T

- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

⬅ You should save it to your Workbench disk or partition, and choose it again from the Preferences program.

INTELLIFONT



If you are getting lost, or can't type very well, use the file requester.

I am the proud owner of an A1200 but at the moment I am experiencing a lot of difficulties with fonts. The main problem is that when I try to access scalable fonts from disks other than the fonts disk supplied with Workbench 3.0 the Amiga keeps on insisting that I have entered a new path.

I have tried renaming the disks that contain the fonts I want but to no avail. The Amiga just won't read them. I have also tried installing them on to my fonts disk using Intellifont in Workbench but this doesn't appear to work either. The Amiga doesn't recognise the path when I type it into the outline fonts source box.

This problem occurs in *Deluxe Paint IV AGA* and with the *TV*Text Professional* Coverdisk from *AF64*. I thought I might have a faulty Coverdisk so I gave it to a friend who tried it on his A500 and found it to be working perfectly.

Matt Evans, Cranleigh, Surrey

I'm not sure exactly what you are doing, but the most likely explanation is that you're not typing in the font pathname correctly. To help you there is a requester option. Click on the little box to the left of the string gadget and a requester appears. Now just navigate that to the source of your CompuGraphic fonts and off you go.

PAINT FORMAT

I bought an Amiga 1200 about two months ago. It is the first Amiga I've used and I'm having a problem importing a picture from *Personal Paint v4* into *Wordworth v2 AGA*. My method is to draw a picture in *PPaint* and then put it into the RAM disk and when I load up Wordworth, put it into the Digita Clip Art drawer. When I get into *Wordworth* I go into the Place Picture option and, hey presto, my picture is there in the list of pictures. But when I go to place it, the damn thing tells me that it's in the wrong format.

Well what the hell is the right format? I have realised from the manuals that the IFF files are the right format but the *Personal Paint* format is known as ILBM. Is that the right format? Or do I have to spend more money on *Deluxe Paint* or buying more clip art?

Could you also tell me if I could get the pictures from the *Personal Paint* art disk on to my WorkBench 3.0 background.

Mandeep Sidhu, Groby, Leicester

IFF stands for Interchange File Format. It's not a single type of file, but a standard to which nearly all Amiga filetypes subscribe, rather like a British standard or an ISO standard. ILBM (InterLeaved BitMap) is one of the many standards available for storing graphics, and should work fine. Check that you are not using too many colours and that you are saving out as IFF, and not GIF. See the answer to Missing Pics (p143) for your final point.

FOUNTAIN OF WOE

Having just received your excellent *TV*Text Pro* Coverdisk (*AF64*), I thought that it was about time that I started using the fonts from my collection of *AF* Subscribers' Superdisks.

Following the information in the Subscribers' Superdisk instructions, I clicked on the Fountain icon only to get the following Fountain Termination Requester message:

```
Cannot open diskfont.library version 37.
```

I've searched everywhere, and although I can find diskfont.library, there is no reference to a version 37. Can you help me please, otherwise the fonts on my Subs' Disk are of little use.

Gary Hartley, Greasby, Wirral

I think your Workbench is improperly installed. Which version of Workbench do you have? 2.04? You can find out what version number you are using by going into a Shell and typing:

```
version libs:diskfont.library
```

This tells you the library version number. If your original disks are incomplete for whatever reason, you could use a diskfont.library from a later machine, so borrow one from a friend.

A570 UPGRADE?



Commodore's early attempt at a CD-ROM drive was well received at the time.

I own an Amiga A500 (Kickstart 1.3) with 1Mb of Chip RAM and an A570 drive. According to the manual for the A570 there is a Commodore memory module which adds a further 2Mb of Fast RAM to the Amiga/CD-ROM system. Where can I get this from and how much does it cost?

Ian McCoulough, Jarrow, Tyne and Wear

We don't actually have an A570 drive in the *AF* office, more's the pity, but as far as anyone can tell me, it takes DRAM DIL chips, the same as the A590. In which case, call First Computer Centre on 01132 319444. They are old and slow, but they work (that's the chips, not the guys at First).

PROSPECTIVE BUYER

I own an A500+ with a second disk drive and 1Mb of extra Chip RAM. I'm thinking of upgrading to an A1200 and I have a few questions to ask.

1. Are there any degraders to let me run my old games and software on an A1200?

2. Should I buy a package including a hard drive or should I buy a hard drive separately?

3. How much Fast RAM should I buy? I use my computer for serious things (such as drawing, animating and school work) as well as games.

4. Will my extra disk drive (a Roclite) and RAM card work with an A1200?

Anon

1. Yes there is. Chris Hame's *Degrader* is a Public Domain utility. It won't sort out all your problems, but it works with some older games.

IT'S ALL SO CONFUSING

I acquired an A1500 (twin drive), A2000 keyboard, CBM 1084S monitor, Citizen Swift 9 printer along with a number of disks, but I am not computer literate. There must be some book somewhere that can assist me. The following is a list of some of the stuff I got with the machine: RAM disk, *Excellence, Home Accounts 2*, ARexx ReadMe, Utilities, Documents, ARexx, *Excellence UDICT* (Spellmate), Workbench, *Directory Opus, Amigadex*, Prefs, and *Proper Grammar*.

With all those titles, can you tell me is it possible to do what I wish to achieve, which is:

1. Write letters, using different types of script.

2. Print in large and small typestyles.

3. Use a spreadsheet for accounting. I can make nothing of *Home Accounts 2*.

If there is an easy to read manual I would be more than willing to purchase it.

D Junor, Inverness

First let me say that I can't reply completely to your letter because that would involve me in telling you how to use Workbench, Excellence and Home Accounts properly and that would take up the whole magazine.

Yes you can do all the things that you want to with your Amiga, but before you can work out how to use the software (I hope you've got the manuals) you should learn how to use the Amiga itself. Your best bet is to get hold of a book for Amiga beginners. Something like one of the BSB starter books would be a good idea. Take a look in your local WH Smith or bookstore.

As for a spreadsheet program, Procalc from Gold Disk (call Silica on 0181 309 1111) or Turbocalc v2 (see the review in AF65) are good programs. Alternatively, you could invest in a back issue of AF60 (see page 134) and get the InterSpread Coverdisk.

PS. Writing 90% of your letter in capitals doesn't make it any easier to read...



The A1500, not past it at all, even after all this time, and quite capable of all sorts of tasks.

2. It's probably easier to get one with a hard drive, and it isn't that much more expensive. Then you also know it is covered by some kind of warranty.
3. Even a small amount of Fast RAM speeds up your machine, especially with the hard drive, because the Fast RAM can be used for caching. How much you should get depends on what you are doing on your machine. Another 2Mb would be enough for anything short of serious image processing and rendering.
4. The disk drive will work with the A1200. The RAM card, which you have failed to specify, will almost certainly not, but you may be able to use the chips in an A1200 expansion.

MOUSE MISERY



I've got a mouse and he hasn't got a house, I don't know why I call him Gerald. He's getting very old but...

I have an Amiga 1200 and the mouse port has broken. Please can you tell me where to get a new one because I cannot use my mouse.

Matthew Walker, Wolverhampton.

You can get a male 9-way D-type connector from Maplins, but you'll have to solder it on yourself. It may not be the port that is the problem. They break easily if you are continually putting things in and taking them out again. Sometimes the layers on the board can lift up and break. Check that the board is in good condition before you replace the connector. It may even be that you just need to resolder the connections on to the board.

A1200 VS PC

Hi! I don't know if this message will reach the right place, but here goes!
1. Do you know anyone who makes Bodega Bay clones for the A1200?
2. Are you aware of any PC emulators for the A1200 cpu slot?

I would like to have these items because I want to have a computer that will beat the **expletive deleted out of my mate's 486dx2 Tower PC.**

Gregory Sayer <greg@starnet.demon.co.uk>

Hi there. Yes, your message did get through, but it nearly didn't. If you want to address E-mail to Workbench, you should send it to:
amformat@futurenet.co.uk
and include Workbench as the subject.

Unfortunately there is no Bodega Bay equivalent for the A1200 yet, so you are stuck with having only one trapdoor expansion at a time.

There are plenty of multifunction cards around though, including RAM, SCSI and accelerators all in one. Check out our in-depth round-up in *AF63*. If you haven't got *AF63*, turn to *AF* Back Issues on pages 134 and 135 and order your copy now.

If you really want to show your friend what's best, running a PC emulator won't help, because you would be showing him a PC being run on the Amiga, not the Amiga running at its best. Just compare the speed of Workbench to Windows, that should keep him quiet.

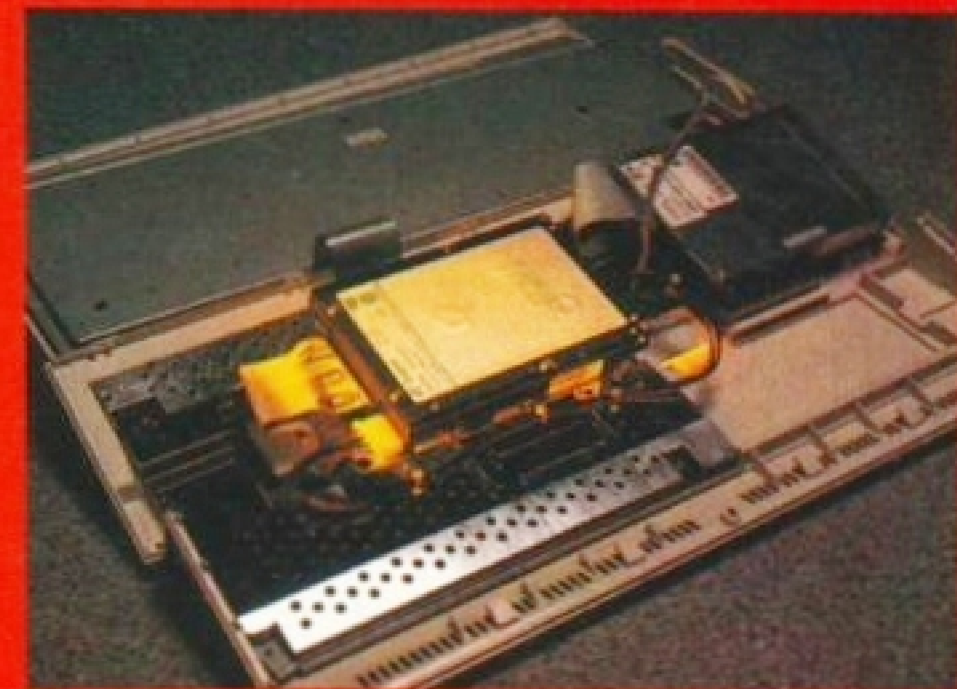
DRIVE SWINDLE?

I recently decided to buy a new hard drive for my A1200. Well, I'm not rich or even comfortably well off, but I had saved about £180. The next step was to find the best drive for my needs, bearing in mind your advice about needing at least 120Mb.

All the adverts in *Amiga Format* and the rival Amiga magazines quote about £400 for a 400Mb hard drive. Sod that, I've just shoved a 400Mb 3.5-inch IDE drive in my computer for £180, it's totally kosher and it comes from a PC manufacturer called VIP based in Manchester, check it out in Micro Mart.

Taking the above as read, what kind of rip off merchants do we have advertising in these magazines, and just what other things are we getting ripped off on? You don't need specialised hard drives for your Amiga, just get a PC one and shove it in. If you don't believe my drive works perfectly well, you can come round my house and check it out.

Aidy O'Grady, Sheffield



Adding an IDE hard drive to your Amiga can be fraught with difficulty.

I don't think we have ever said that you need any special type of IDE drive. The reason why most of the drives you see advertised in AF are more expensive are because they are mostly 2.5-inch drives as opposed to 3.5-inch drives.

Not all 3.5-inch drives will actually fit inside the case of the A1200. Some of them consume more power than is safe. Some of them (notably Connor mechanisms) have long spin-up times, which means they won't boot from cold. Also, the PC suppliers do not provide you with any kind of Amiga hard disk tools, prepping software or Workbench installation programs. Neither will they be of any help if anything goes wrong when you install it.

I think you were lucky to get a mechanism that didn't give you any trouble. I'm not saying don't buy drives like this, but you should be aware of the pitfalls.

Amiga Format does not, never has done and never will refuse to print important information because it might upset someone.

PC DOWNLOADS

I am new to the Internet and Comms scene but I am able to access the excitement of the information super highway via the PC network at Plymouth University. My own love though is my trusty A500+ and my vast collection of *Amiga Formats* dating back three years.

I would like to know if there is any way of downloading Amiga software through the PC for use on my Amiga. I have a PC emulator for my Amiga, but so far I have been unable to download PC software due to the size of the programs. Please take into account that I'm a poor student, so if money is involved it may be a problem.

Scott Bovey <S.Bovey@plymouth.ac.uk>

Yes, you should be able to download Amiga software on a PC with no problem. After you have downloaded it you can transfer it via a PC formatted floppy disk and use *CrossDos* or a similar program such as the Public Domain *MessyDos*, to transfer the files across to your Amiga.

NOT INSTALLED

I have a bog standard Amiga 1200, running Workbench 3.0, and an Overdrive 210Mb PCMCIA hard drive. My problem is that after recently buying the Overdrive I decided to install Microprose's *Formula One Grand Prix* (which I got in the Wild, Weird And Wicked package when I had an A600), into a partition named Work:

The trouble is that the game is having none of it! After running the Install program on disk three it throws up a message saying an error has occurred during the installation. Have you got any suggestions, or is this a common problem?

Peter Worrall, South Humberside

Just telling me an error has occurred isn't very helpful. Was the message more specific? Out of memory, missing files? Generally, games require all the data to be plonked in one big directory and the relevant assigns made in the form:

```
Assign <originaldiskname> <Pathname>
```

For example:

```
Assign  F1GPDisk1: work:F1GP
```

Assuming you copied all the data into a drawer called F1GP on the Work partition of your hard

DID YOU KNOW...

BAUD RATE is the number of times per second a system changes state. In modem terms it is equivalent to the bit rate. It was named after J M E Baudot

VEITCH MAP is a graphical representation of a Boolean function to enable simplification of logic systems. It was originally proposed by Professor of Mathematics E W Veitch, and the idea was then stolen, sorry, modified by a certain Mr Karnaugh.

LAN is a Local Area Network. The most common form of network where two or more machines are linked together, usually by a cable, so they can share data and applications.

GUI stands for Graphical User Interface. A program or operating system (such as *AmigaDOS* or *Windows*), usually mouse operated, which uses icons and pointers as a control method.

drive. These commands should be added as lines to the end of the user start-up file, to be found in the S: directory of Workbench. In any case, with problems like this your best bet is always to contact the game company involved, in this case Microprose on 01454 326532.

CAREER CORNER



If you want to buy the full *Blitz Basic 2* package at a special *Amiga Format* discount price of £49.95, turn to our Readers' Offers on page 138.

I am 13 years old and in February I will be choosing which subjects to take at school. I would like to be a games programmer and start my own company or join an existing one. What are the best subjects to take? .

I am going to buy *AMOS* for its ease of use, but when I get used to the *BASIC* language, I'll get *Blitz Basic 2*. I would like to know whether there are any programming languages for the Amiga in *C* or *Assembler*. If there are, what's the best one, the cheapest one and the easiest one to use?

Please answer my letter or I won't know what subjects to take and my life could be a disaster and it would all be *Amiga Format*'s fault.

James Woodrow, Welwyn Garden City

I don't want to be responsible for screwing up your education, so this advice is now officially covered by an *Amiga Format* Health Warning.

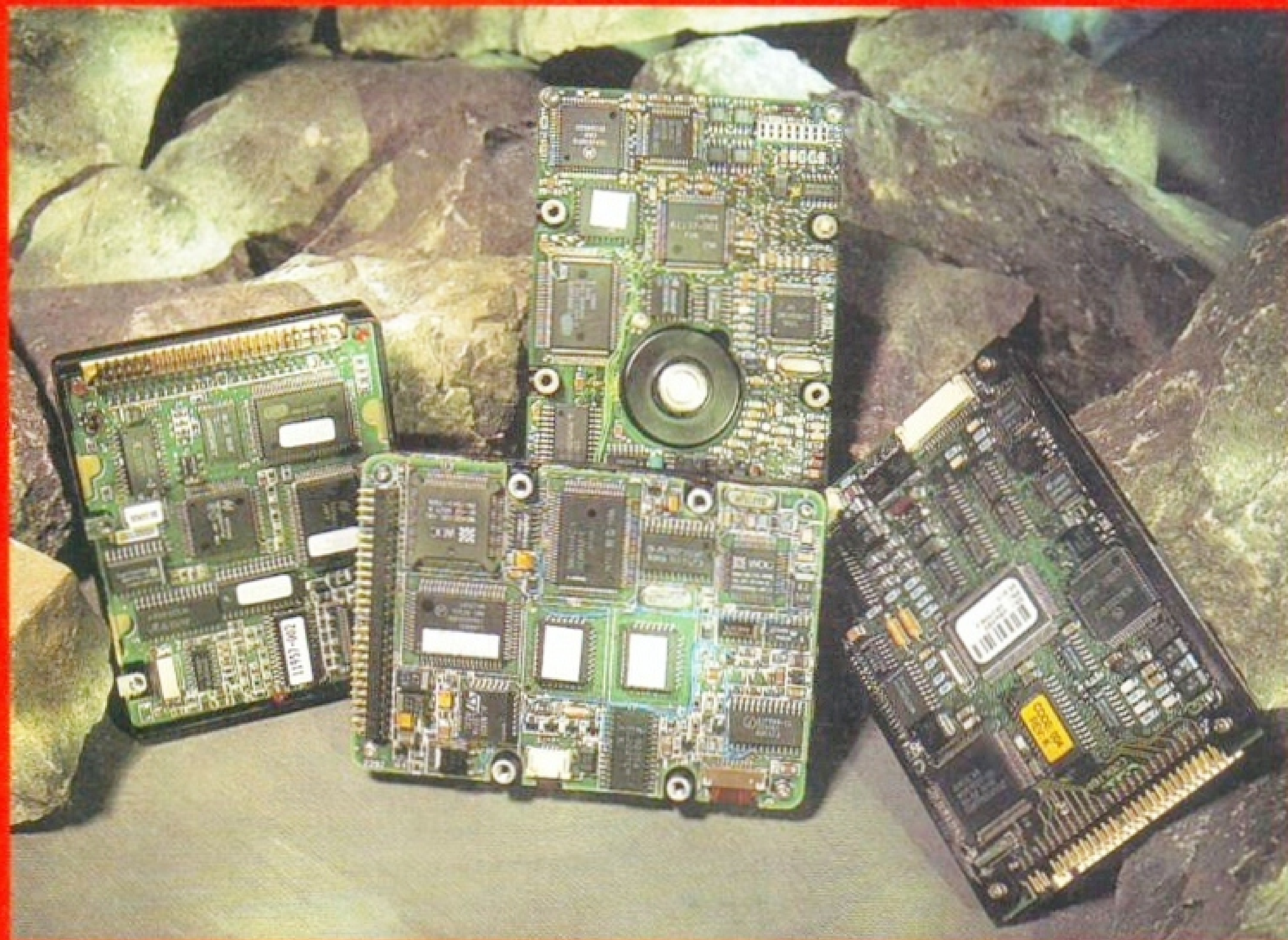
If you are interested in pursuing a career in computing, it is a good idea to take maths, physics and computer studies. Maths and physics are good choices, because if you go on to do A-levels you can get into virtually any scientific university course with these. But your brain will go horrible if you do nothing but science, so I would recommend taking a subject like history, or maybe art, as well, at least until GCSE. Electronics can be a useful course too, if your school offers it.

To get ahead in programming, you'll have to virtually teach yourself. *BASIC* is an easy language, but it teaches you bad habits. You'd be better off learning to program in *C*. *Blitz Basic* is quite good, because it includes many *C*-like aspects such as structures and pointers.

The advantage of *C* is that it is portable, so you can write programs on your Amiga and port them across to a PC or an Apple. There is an excellent PD version of *C* available, and it is also bundled with the *AF* book by ex-Amiga Shopper editor, Cliff Ramshaw. Have a look on page 166.

The best *C* system is *SAS/C*, which is available through HiSoft (01525 718181), but I would try to get to grips with *C* before you splash out a load of money. You may also be interested in *AMOS Pro*, which is on our Coverdisk next month.

In-depth explanation Hard Drives



They may not look like much, but they can change your life. All hard drives are not the same however, so make sure you read this guide before you buy your drive.

1 There are two main types of hard drive for the Amiga – SCSI (Small Computer Systems Interface) and IDE (Integrated Drive Electronics).

2 SCSI drives have more intelligent interfaces which mean they rely much less on the host computer to tell them what to do. This means that they are quite fast, but it makes the interface a bit more expensive.

3 IDE drives are slower because the host computer's CPU has to do some of the work in reading and writing to the disk. They are cheaper than SCSI drives though.

4 The SCSI interface is much more versatile than IDE. As well as simple disk drives, various other devices such as magneto-optical disks, tape streamers, scanners and CD drives can be added on to a SCSI bus.

5 In general up to seven SCSI devices can be added to a single SCSI interface, by daisy chaining them. Usually only three devices can be added to an IDE interface.

6 The A1200 and A600 both have a built-in IDE interface, which means that you only need to buy an IDE mechanism and the correct cable to add a drive to these machines.

7 The A4000 also has an IDE interface and an IDE drive installed. Commodore have configured the driver for this interface so that it treats the drive as a SCSI device in order to achieve much better software compatibility. However, this does not mean that you can add SCSI devices directly to this interface.

8 The most popular external drive for the A500 and the A500+ was the GVP HD8+, which was a SCSI drive. This drive also allowed the user to add extra memory.

9 Commodore produced their own hard drive for the A500, which was called, imaginatively, the A590. This also allowed extra memory to be added, but although it had a SCSI interface it was quite slow, because it actually contained a modified XT drive.

10 Commodore also produced (in conjunction with DKB) the A4091 SCSI2 card. This works in the A3000 and A4000 to give better speeds from all devices, particularly SCSI2 mechanisms, which average a transfer speed of 5Mb per second.

11 Hard drives can be partitioned, which means that although you may only have one physical device, it can be treated as a number of different drives by your Amiga. This is particularly useful when you have a large disk because otherwise it could take an age to load all the directories.

12 Partitioning drives is also useful should something unfortunate and unpleasant happen to your hard drive. If a faulty program or unexpected guru incident destroys all of the data on one partition, the others will most likely be unharmed and still be useable.

13 It is a good idea to get some sort of hard disk utility when you get a hard drive. *Ami-Back Tools* or *Quarterback Tools* are both very good utilities.

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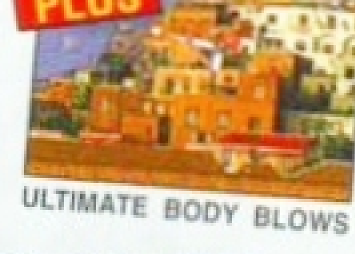
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Better by design

Part 3

Marcus Dyson tells you how to create your own stationery and business cards with a DTP package.

One of the most useful things you can create with your desktop publishing package is a business card and a set of stationery. You may wonder why you would require such items, particularly if you don't run your own small business, but once you've got a business card, and you no longer have to keep asking barmaids for biros when you want to give someone your number in the pub, you'll quickly begin to wonder how you ever managed without one. And the pleasure of writing letters on paper that already bears your name and address, and even some kind of witty or attractive logo defies description.

If you do run a small business, there's no need to explain how important producing quality stationery can be to your livelihood. When clients make a decision about which service provider to use on the basis of a handful of business cards they have amassed, they often turn first to the business with the most impressive card.

But creating your own stationery is a straightforward, and more importantly, relatively inexpensive, thing to do. First you must make a decision as to whether you need colour, or if mono will suit your purposes. Mono is obviously cheaper to print, and if it is well designed it can be just as effective as colour-printed stationery.

Before you jump to conclusions about the *PageSetter2* Coverdisk's ability to handle colour, or lack of it, remember that you don't need a DTP program which can produce colour on screen to design things which will be printed in colour. With a bit of trickery you can create spot colour artwork with a mono DTP package, but more of that soon.

The decision whether to use colour or not is determined, to some extent, by the logos or picture elements you may wish to include. If your company, club or organisation has a logo which will not reproduce well in mono, you may be obliged to use colour.

Whether you are working in colour or mono, the same basic design principles apply. If we refer back a couple of issues to our golden rules of design, the ones which are most important for stationery design are:

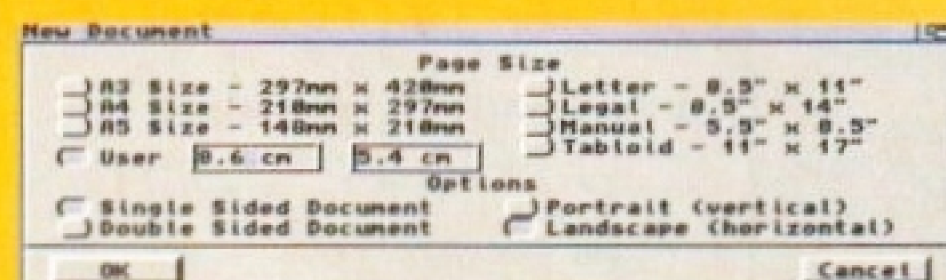
- Keep it simple – we're going to try to get a considerable amount of information on to a very small space, so simplicity is the key.
- Choose fonts carefully – stationery is often the first impression someone gets of you or your company, so make sure it says the right thing!
- Consider your alignment – making good use of the space available is very important, particularly for business cards and compliments slips. Appropriate alignment of your text helps immeasurably with this.

CREATING A BUSINESS CARD – A SIMPLE GUIDE

There are no strict guidelines for the size of business cards – as long as they fit in a pocket it's OK. But I have found that when a business card is larger than a credit card, and won't fit into my wallet, it gets discarded more quickly than ones that will. If you want your card to stand out, make it big. But if you are giving it out at meetings or shows where the recipient receives many cards, make it credit card sized. What is credit card sized? It's 86mm by 54mm.

You must decide whether you want your card to be landscape (wider than it is tall) or portrait in orientation. Landscape is more common, which means that portrait can seem more striking.

The first step is to make a document of the appropriate dimensions, then type into it the text that you want to have on the card. This should definitely include your name, address, title and contact numbers, but it could also feature a company logo and the witty slogan you came up with to sell your business.



There are no standard dimensions for business cards, but it is best to produce one the size of a credit card if you don't want it to be misplaced or binned.

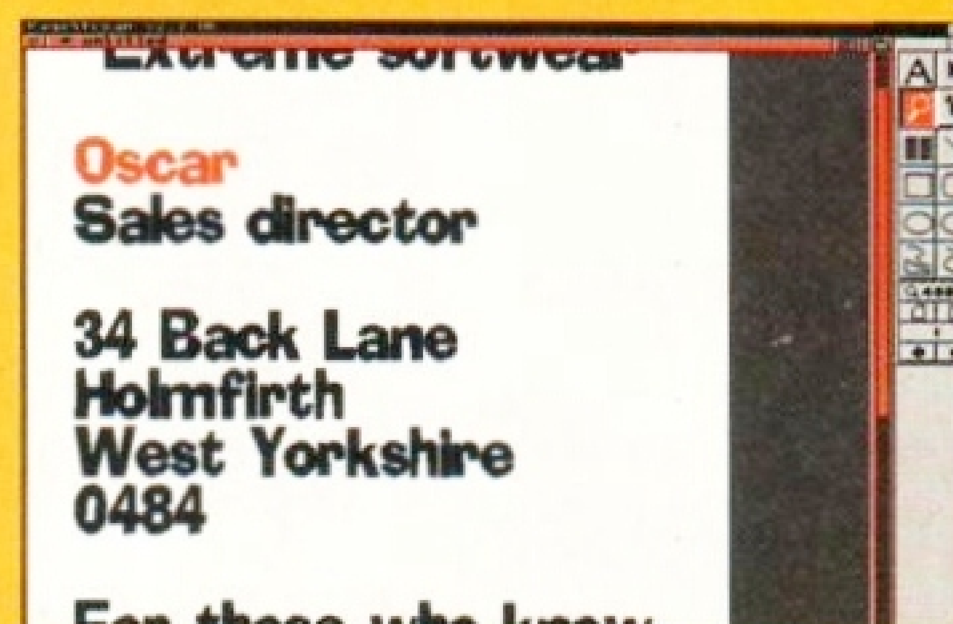
Select the text, and style it in the font of your choice. This is where some discretion is called for. Our example card is for an action-sportswear clothing manufacturer, so a wacky font like Addled is appropriate. If you are an antiques restoration company, you are far more likely to appeal to your customers with a nice serif face like Palatino, possibly even italicised. If, on the other hand, you are a mobile car alarm fitter, a straightforward sans-serif like Universe may be more appropriate for your needs.

Extreme softwear

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For those who know fear - but do it anyway!

When designing something as small as a business card or compliments slip, it is best to put all the text on the page before attempting to style up any of it.



Choosing the correct font is important. Different typefaces have different characters and some will suit you or your company better than others.

Once you have all your text on the document, place your logo. It should be prominent, but should not dominate the card. When the logo is positioned, place the text and size it according to its importance. If your card is mainly to introduce the individual, make sure that the name is relatively large, if it is more to introduce your services, make the line which does this the most prominent aspect of the card.

In the Golden Rules Of DTP we looked at in the first of these tutorials, I spoke out against excessive use of text centring, but as always, there are exceptions to the rule. Business cards are one of the few places where centred text can work effectively, as in the example on the left.



But the company logo is a little too prominent, so for the letterheads, let's try a different layout, and use some more sophisticated text alignment.

Portrait business cards are still the exception, rather than the rule, so you can easily make yours stand out from the crowd by making it in this aspect ratio.

THE LETTERHEAD – A SIMPLE GUIDE



Here's a landscape version of the business card. The letterhead should echo the business card although it has a slightly different function.

The letterhead should be visually similar to the business card, after all you want the person you are dealing with to associate you with the letter you send them.

Letterheads offer almost complete design flexibility, which can be fun, but can also be very dangerous. Remember the golden rule – keep it simple. With the limited amount of information you have to put on a letterhead, that shouldn't be too difficult. Here are a few examples of letterhead designs – you may want to use one of these as the basis of your design.

1 This is your basic letterhead. The logo and address are in the top right-hand corner, leaving the top left corner free for the destination address. This convention is no longer necessary since virtually no-one uses window envelopes any more. If you do though, this is the layout for you. It always looks OK, but rarely looks superb. The strength of the logo is paramount in this kind of layout.

2 This style of letterhead can look very attractive, but it is a more sedate, classic-looking layout. It works with many logos, but it would probably suit a logo in a roundel (a circle or oval shape) more than the looser Bad Moon logo.

With a round logo and a serif typeface this provides a nice, polite letterhead – not at all what an extreme sportswear company wants.

3 This design is great. Modern, clean and striking. Introducing the vertical line has brought a new dynamic to the layout and it draws the eye down from the logo to the address. Again though, it's not the right design for Bad Moon!

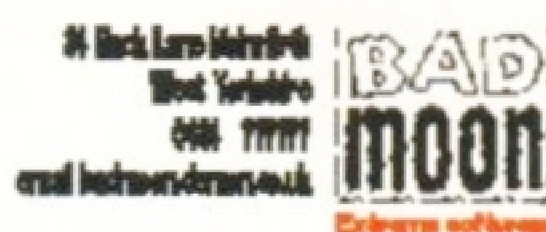
4 This is the one. Our extreme sportswear company will use a logo something like this. The typeface, the design and the logo all work together to create an impression of wildness and abandon. Yet closer inspection reveals a very tight design. All the elements are rotated by the same 10 degree angle. The side of the logo and the address at the bottom of the page are aligned as if by an invisible line.

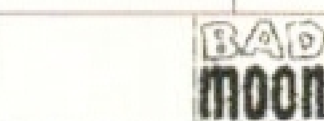
This is an appropriate design for the company in question.

Letterheads are virtually always portrait in format, and with good reason. Most people do not have a printer with a wide enough carriage to accept A4 landscape, and more importantly, lines of text across A4 landscape would be too long to read comfortably.

But this doesn't mean that you could not experiment with A4 landscape letterheads, particularly if your design was sympathetic to printing the text of the letter in one or more columns.

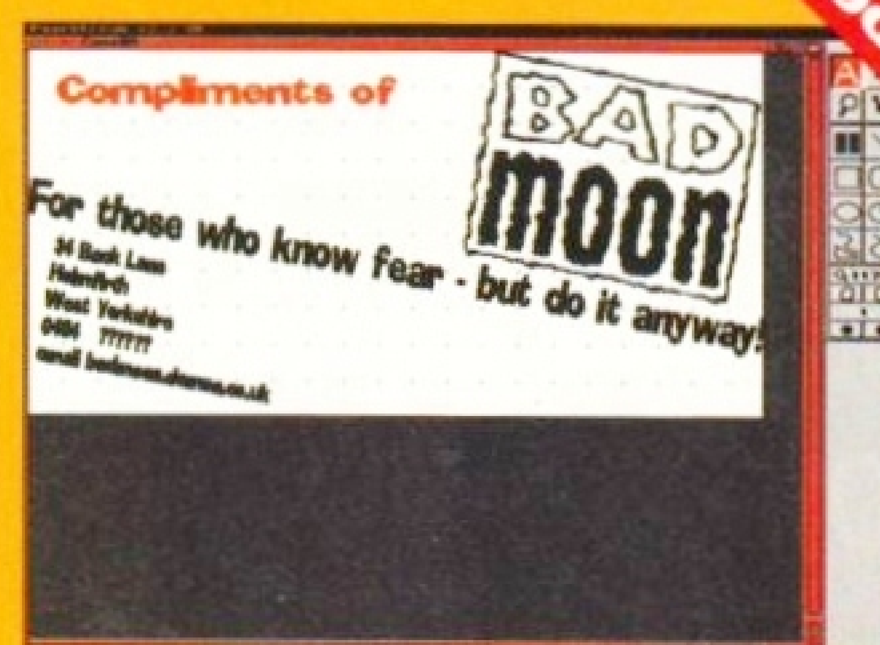








DESIGNING COMPLIMENT SLIPS



Without a doubt the least important piece of office stationery, compliment slips are virtually unnecessary for the individual. Usually used in place of a letter when sending people documents or goods not requiring an invoice, these pieces of paper are inevitably consigned straight to the bin.

If you do require them though, it is best to contract the design of your letterhead to fit into a 210mm by 99mm space. These dimensions are defined by the size of an A4 sheet (210 by 297mm) so that your printer can get three comps slips out of an A4 page.

Our sportswear company would doubtlessly produce a comps slip something like the one above.

HOW MUCH, MATE?

We approached a local printer and asked what it would cost to have 1,000 business cards, 1,000 A4 letterheads and 1,000 compliments slips printed. You could have fewer printed, but the costs wouldn't be noticeably cheaper.

Assuming you provide the printer with camera-ready artwork, which any laser printer or good bubble/ink-jet printer can produce, the cost for black plus one spot colour is around £200. Not cheap, but a must for any serious small business. If you just want a set of business cards, the cost would be around £60.

But remember, you don't actually need to print a letterhead at all. You can just design one, and then type all your letters on to a document containing it and let your printer take care of outputting it.

COLOUR ARTWORK

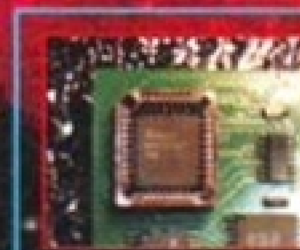
If your DTP package handles colour, and can output colour separations, producing artwork for colour printing is no problem. If you have a mono package, you can still prepare spot colour artwork, but you have to make the colour separations yourself. Here's how.

When you have designed your document, copy all the elements (words, pictures, logos... everything) on to another page, so that they are in the same positions, and the second page is a replica of the first. For more than two colours, repeat this process, so that you have a page for each colour you intend to print. On each page, delete everything you don't want to print in that colour. On the business card with the name Oscar in red I deleted everything but the name from one page and deleted only Oscar from the other. When you output these pages, one is the printers' artwork for black ink, and the other for red.

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Paint Tutorial

Part 5

Jason Holborn hits the heights, and plumbs the depths to turn your boring flat computer screen into a virtual reality playground. True lies is the name of the game – mimicking a three dimensional universe on a flat VDU screen.



A step-by-step guide to glowing, range-filled text:
1) Type your text in a solid colour; 2) Outline it in a different colour, and erase the original text; 3) Using a pre-defined range of blues, vertically fill the hollow text; 4) Create a glowing effect by outlining the image in darkening blues; 5) To re-emphasise the original text, use the image from step 2 to overlay the fill.

Using this month's tool of the trade – *DeluxePaint IV* – we tell you how to make the program do most of the hard work. You don't actually sit back and do nothing – where's the buzz in that? But with our help and the power of the software, you'll be simulating reality, real fast!

Let's get the important-but-can't-we-start-drawing-yet facts out of the way. We're looking at depth, and the way it is conveyed using computer art so we need to be aware of perspective – the way things look smaller the further away they are and light and shadow highlights on objects like pool balls which show that they have bulk.

Our two art projects this month take advantage of these features, and should set you off experimenting for yourself. Once you've worked through the examples, you'll get the idea and be able to develop your own techniques.

All our tutorials were completed on *DPaint IV* on an A1200 using low-res, 256-colour mode and the standard palette.

OUT IN FRONT

Our simple example shows you how effective a drop shadow is. No matter how complex your shape – as with the fancy font we have used here – *DeluxePaint* enables you to create a lifelike shadow. The range fill inside the letters and their blue glow add some striking effects to the finished job. Here's how it's done: to do the effect justice,

CHISEL IN

Embossing gives the appearance of bas-relief by adding shadow and highlights to an object to suggest a raised or etched surface. It's a useful effect, but one which people have problems with.

This example uses text – it's the quickest way for you to get hands-on experience. You can start giving bas-relief to more complicated things once you've absorbed the ground rules.

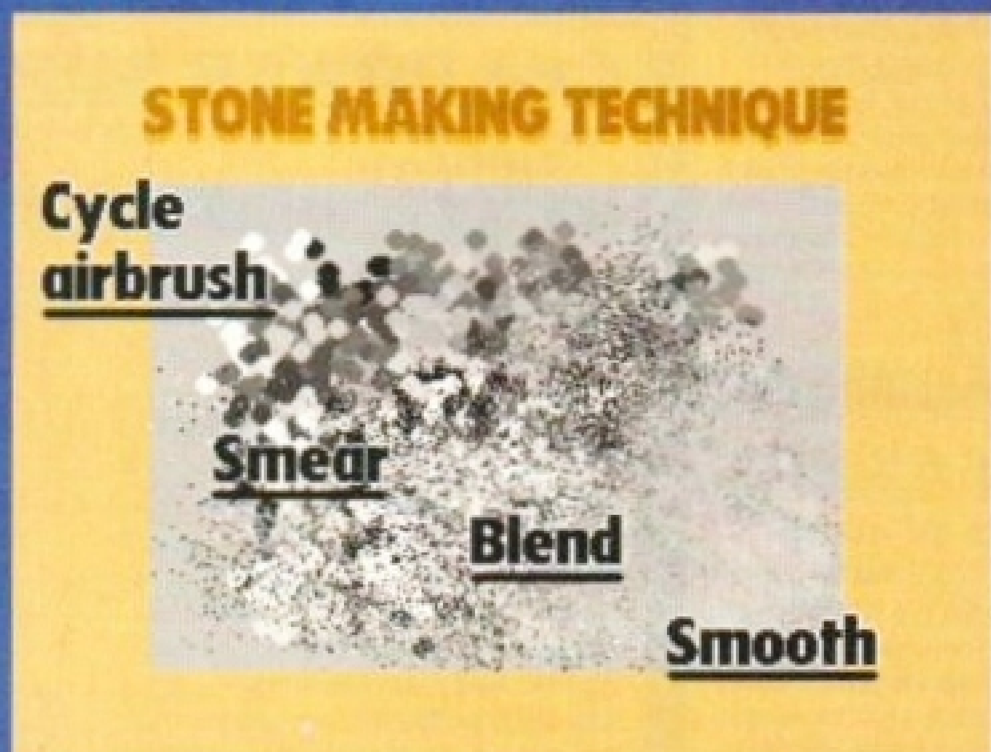
Our example shows letters carved on stone. First we quarry a background with the help of *DPaint*. Call up the Range requester, and place seven colours, from light to mid-grey, next to each other on the definition bar.

Select one of the Range colours as your drawing colour, and choose the mid-sized round airbrush. Press key F7 to activate Cycle Painting, and paint in bold swathes in an area about 6cm by 6cm. The seven greys are splattered around, making a good dappled effect.

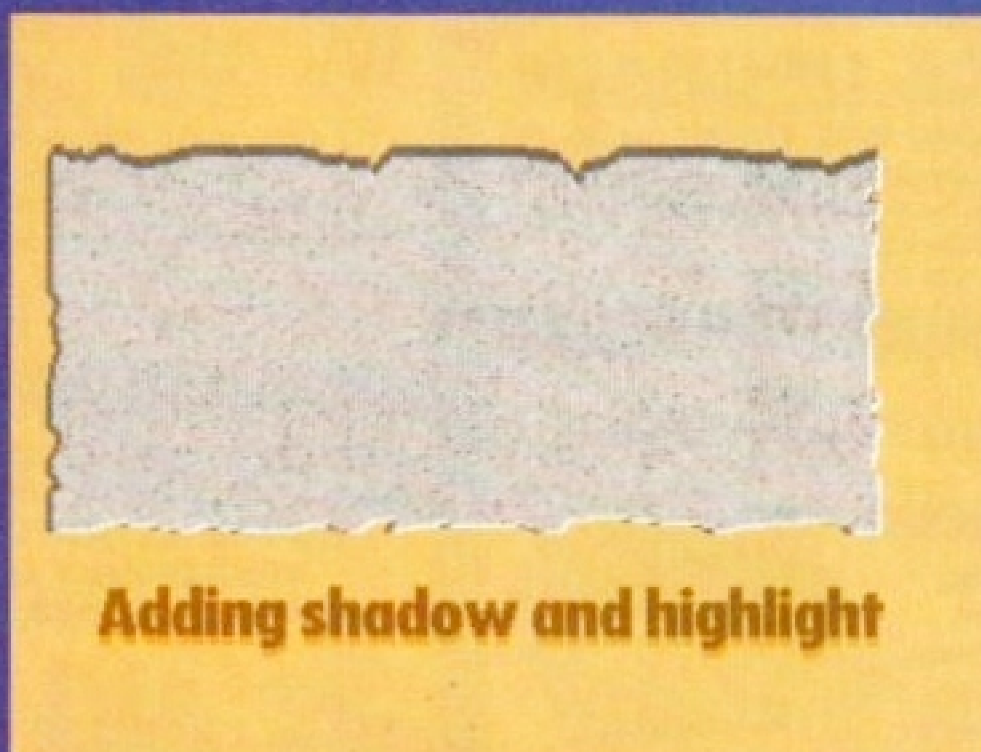
Select the Continuous Line Draw mode, and press key F4 (Smear). Using the same brush, draw all over your grey speckles to mix up the colours. Now press key F6 (Blend) and smooth any rough edges until you have a subtly-coloured grey slab. Use Smoothing (F8) to tidy up the image.

Cut out the best-looking 4cm by 4cm square as a brush, and clear the screen. Use your brush to create a slab of stone the size you want by repeated painting on screen – or you could select From Brush and Pattern as your Fill mode, and draw out the correctly-sized slab directly on screen.

I've roughed the edges of my block by using the Background Colour and Solid Freehand Fill tool to nibble away at the image. The highlight and



Four stages of creating a stone effect. Notice the progression from rough dapple to fine gritstone.



Ragged edges and a shadow/highlight are added to give the stonework bulk.



Here's how to achieve a bas-relief effect....

NEXT MONTH OUR FINAL PAINT TUTORIAL LOOKS AT PERSPECTIVE



A highlighted frame is drawn around the text – to create a sort of plaque effect.



The additional text has been written, cut as a brush, turned to solid black and painted on screen, with Translucency turned on. Note the excellent shadow effect it creates.



The final screen: the extra text is offset from the shadow, and a speckled fill used around the plaque. Translucency and black were again used to draw a shadow over the background, to give the plaque height.

you need a largish font. I'm using a chunky Franklin face at 72pt. Type your text and cut it out as a brush.

Select light blue as the drawing colour, press the O key to outline the brush and paste it back on screen. The outline acts as a keyline for the next operation – a range fill.

Creating a range is dead easy in *DPaint*. Call up the Ranges requester from the Colour pull-down menu and, by using the left-hand sliding button, give this range a number: if this is your first range, it should already be set to 1, so leave it alone. Click on Clear to reset the Range.

As you can see in the screenshot you just click on a colour and place it on the range bar. Notice how I've got a range with light blue at one end, and dark blue at the other. The trick is to put white in the middle as well to create a range with its own highlight. You can click on Show to see the effect.

NOTE: Unless you are working in a HAM mode, the Show button gives the best colour match from the entire Amiga palette, and NOT the best match from your current palette. So while the range will be a lot rougher than expected, it falls in to the acceptable category. Click on OK to exit Ranges.

Now call up the Fill requester (right-click on the Fill tool) and select the Vertical Fill icon, and ensure your range number is correctly displayed in the Range box.

Back to the drawing. Fill each letter with the blue-white-blue Vertical Fill. This creates a chrome metal feel to the text. Now pick up the entire text as a brush, and working from the next darkest blue from your original outline, re-outline the brush four times, selecting the next darker blue from the palette each time. Doing it this way makes the glow appear to be more intense nearer to the letter.

Pick up the text as a brush, and save it for safe keeping. As you can see from the illustrations above, I selected a tan colour as the background, but the technique of adding a drop shadow applies to any colour. But try to stick close to our example for now.

Clear the screen to light tan, and select mid-tan as your background colour. Place your text brush on screen, and instead of clicking with the left mouse button, right-click to stamp down a replica of the brush on screen in your background (or shadow) colour. Now position your original brush a couple of pixels above and to the right of this shadow, to indicate a light source in the top right of the screen.

The overlaying text, in a script font, employs a different technique but with the same effect. Flip to the spare screen (key J) and type in your overlapping text. Cut it out as a brush and go back to the main screen. Select black as the drawing colour, and change to Colour mode by pressing key F2. Your text now turns black. Call up the Effect\Translucency pull-down menu and select On. The amount of translucency is already set to 50%, which is good enough for now.

Place your black brush on screen in the position you want, and watch *DPaint* create a magnificent shadow on top of every colour you are painting over. Turn Translucency off, and press F1 to return your brush to its normal state. Now paint it down with a similar offset to the original text.

The background has been further enhanced by a speckled Fill (which is just three shades of tan peppered in a small area and then picked up as a brush to be used as a Pattern Fill). The 3D effect is heightened by the inclusion of black translucent shadows over the speckle Fill at the bottom and left.

This is a subtle, simple job, but one which includes the potential for much more sophisticated work.

shadow is an extension of the drop shadow effect described above. But instead of just drop shadowing a dark colour, you move your brush up a pixel, and with white selected as the background colour, right-click the mouse. Now you can move your brush down and left to show a highlight edge of white, and a darker shadow edge (your original drop shadow).

To create the bas-relief effect, switch to the spare screen and clear it to red. Type your text in white, pick it up as a brush and clear the screen. Select black as the background colour and right-click your brush on screen (to paint it black). Move your white text brush three pixels above and to the right of the black text on screen, and click the left button. Press F2 to change to Colour mode, and select as foreground colour the red you used for the background. Position the brush on the image so that you can only see the light/dark outline of the text around the edges (so the text looks hollow) and left click.

It may not look like much now, but this is all you need for bas-relief. Press F1, and pick up the new text image, then return to the main screen. You will see as you move the brush before positioning how effective it is on the stone. Choose a spot, and paint it down.

To create the shattered stone effect, paint the cracks by creating a two-pixel wide brush, the left pixel black, the right one white. Now when you draw with the brush, you instantly get a crack with highlight and shadow thanks to the two-tone brush.

My final touch is dramatic lighting: a range of 10 greens used with a highlight Fill, with the bright hot-spot bottom right to fit in with the way the shadows fall.



...and how it looks when the text is placed on the stone. Cool or what?



The background has been given more oomph, and the stone aged by the application of simple crack effects.



The finished job benefits from some directional lighting, created with a Range of greens.



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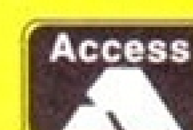
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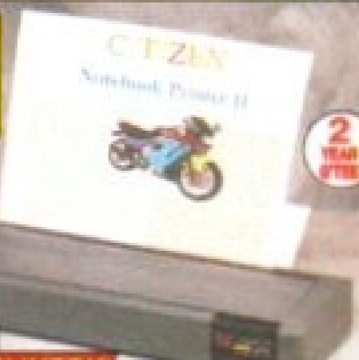
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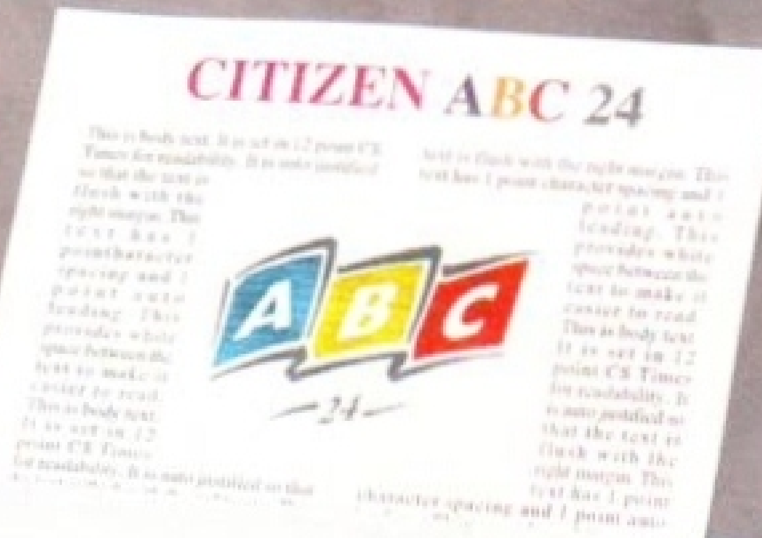
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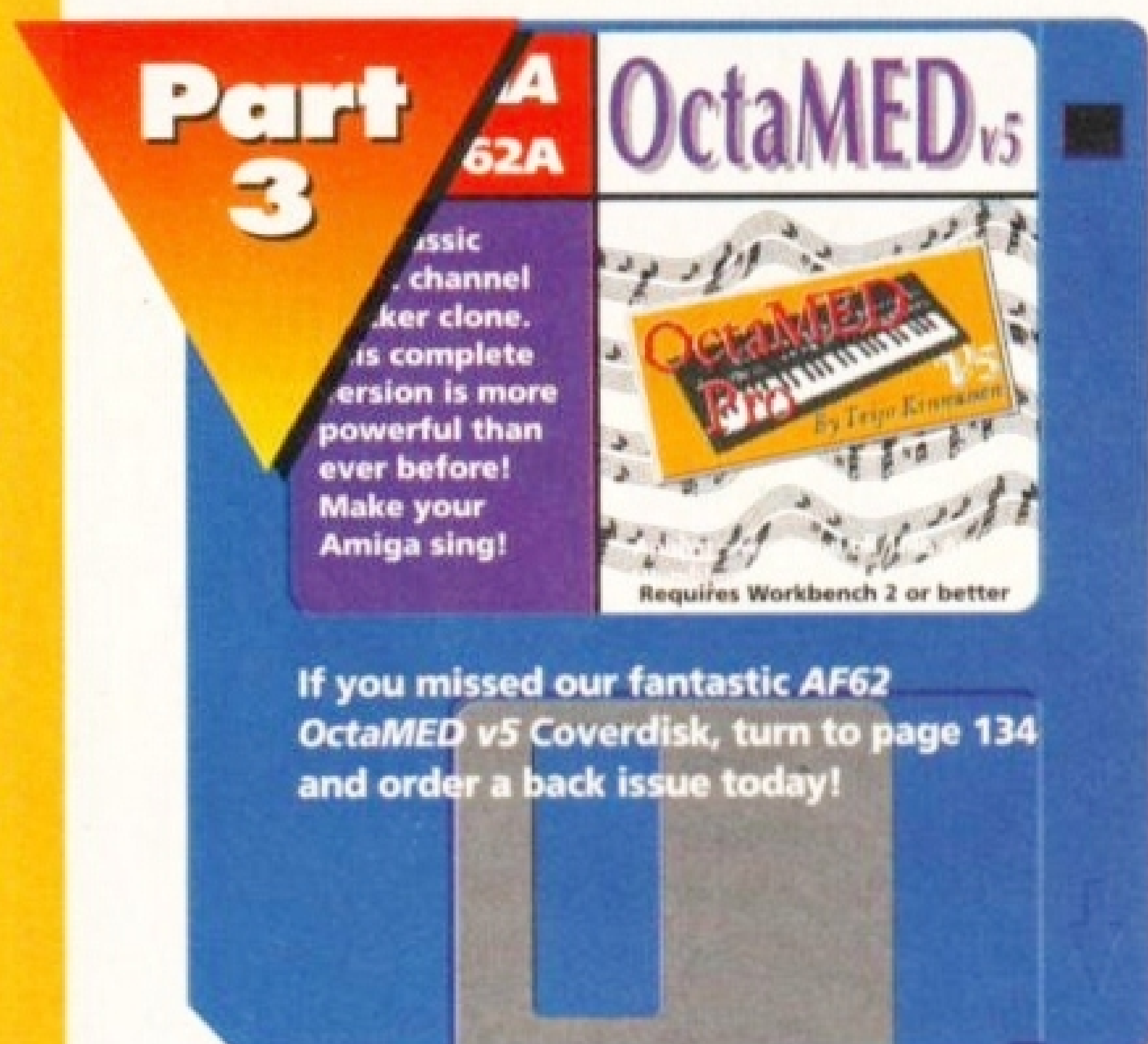
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If you missed our fantastic *AF62 OctaMED v5* Coverdisk, turn to page 134 and order a back issue today!

Octamed

Ed Wiles shows you some interesting special effects using *AF62*'s music composer Coverdisk.

So far we've ignored the 0000 that appears to the right of the note names in the Tracker editor. Well, these four digits are collectively known as the command digits. By altering them, you can add special effects to the notes, and ask *OctaMED* to perform certain actions. These effects and actions are called player commands.

```
                          command type
                               ▲
A typical note ==>   C-2   1 0 0 0 0
                                  ▼
                            command level
```

The command type is the sort of effect or action, and the command level allows you to control the effect or action's intensity, depth and speed (depending on the sort of command).

Both pairs of digits are expressed in hexadecimal (or hex for short). So we're going to have to do some decimal to hex conversion, which is much easier than it sounds. Just divide the decimal number by 16; the quotient is the first hex digit, the remainder is the second digit. For example: decimal 200 to hex: 200/16 = 12 remainder 8.

Hex digit 1 is C (12), hex digit 2 is 8. So 200 in hex is C8. Remember that decimal values 10-15 are represented by hex numbers A-F, and you'll be fine.

1 As always we'll first load the song we created last month. Load *OctaMED*, then select Project menu -> Open. Insert the disk containing the song into any drive, click Volumes in the file requester and click on the name of your disk. Now double-click Song1.AF64. Play the song through when it's loaded.

2 We're now going to add a player command to the bass line (in blocks 005-010): on lines 048 and 052, we'll enter a stop note playing command (0FFF) to make the bass line a bit snappier (you'll understand when you hear it!). First switch Edit mode on, then select block 005 and move to track 2 line 048. Move the cursor on to the second command type digit by pressing <right> three times, and press F. Move to the next digit by pressing <up> then <right>, press F again, press <up> then <right>, and finally again press F. Track 2 line 048 should now show — 00FFF. This means that on line 048, the note currently being played on track 2 will be stopped (or cut).

3 Play the block. If you listen carefully, you'll hear the bass line cut briefly at line 048. But it's quite hard to hear because of the chorus in track 1. So we'll learn an easy way of temporarily switching off track 1. Keeping the block playing, find the row of blue track selection gadgets (upper screen, bottom row) and click on number 1 to switch off track 1. You should hear the cut at line 048 more clearly now.

4 Stop the block playing, then add another player command 0FFF on track 2 line 052 (see step 2 above). Now play the block, and see if you can hear the new cut. Keeping the block playing, switch track 1 back on by clicking the grey track 1 button (upper screen, bottom row).

Now we'll copy and paste this altered bass line track to blocks 006-009. Stop the block, then copy track 2 into the copy buffer using Track menu -> Copy. (Nothing will happen on the screen, so don't worry). Select block 006 (Shift-<down>), and paste the track using Track menu -> Paste. Now paste the track into blocks 007-009 in the same way (NOT block 010!).

5 We'll now add command type 04 – vibrato – to one of the guitar solo notes. Move to block 007 track 3 line 006, and add command 0452 to this note (see step 2). To keep the vibrato going throughout some of the lines following 006, we have to enter the vibrato command with command level 00 (command 0400). So enter command 0400 on lines 007 – 023. Now play the block to hear the vibrato.

What does the 52 in the 0452 command mean? Well, 5 is the vibrato speed and 2 is the vibrato depth. Try changing the 5 and 2 to different values (remember that values 0-9 and A-F are allowed) and playing the block to hear the effect. Change the command back to 0452 when you've had enough.

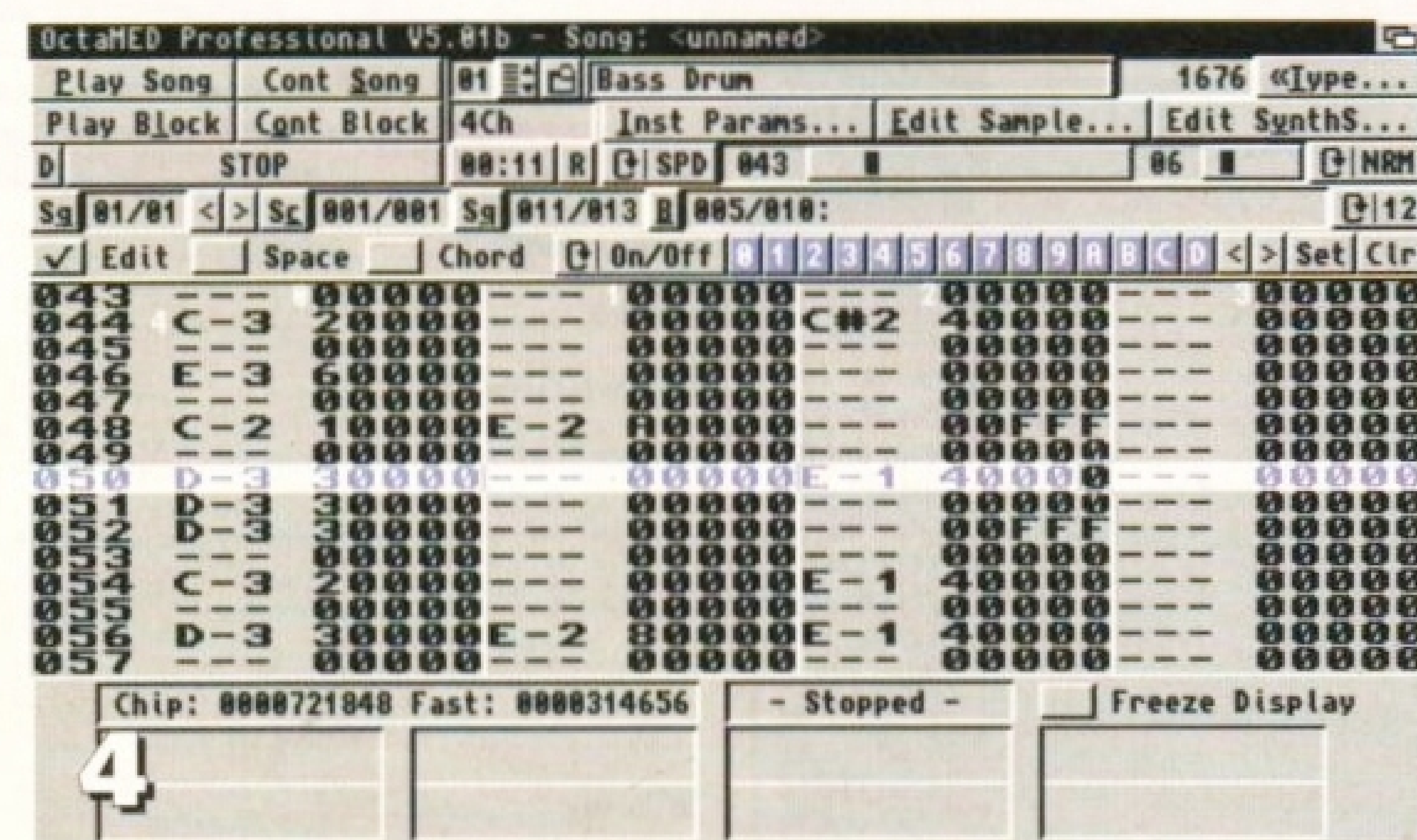
6 Right, next we're going to use command types 01, 02 and 03, which all create different types of pitch slide. *OctaMED* provides a quick way to enter these commands in the Pitch Slide menu item. To use the Pitch Slide function, you have to:

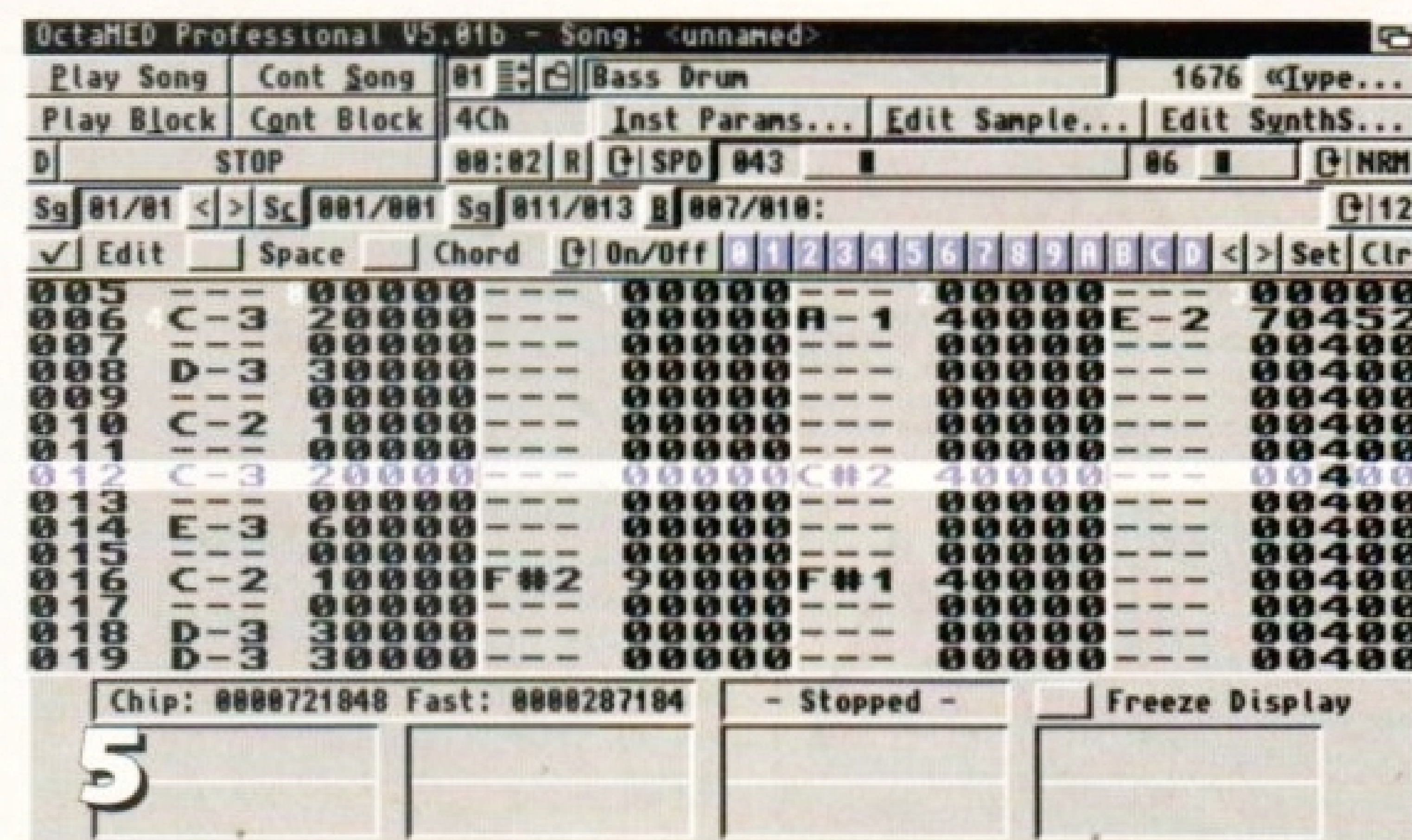
1. Enter the notes that the pitch is to slide from and to.
2. Position the cursor where the pitch slide is to begin.

7 Move to block 008 track 3 line 016, select instrument 07, and enter note D-2 (the W key). Slide down from E-2 (line 006) to D-2 (line 016) and back up to E-2 (line 024). The slides begin on lines 012 and 020 respectively.

Move to line 012 of track 3 and choose Edit menu -> Pitch Slide -> Type 1 (notice the new 03 commands). Now move to line 020 and choose Pitch Slide -> Type 1 again. Play and stop the block to hear the sliding effect.

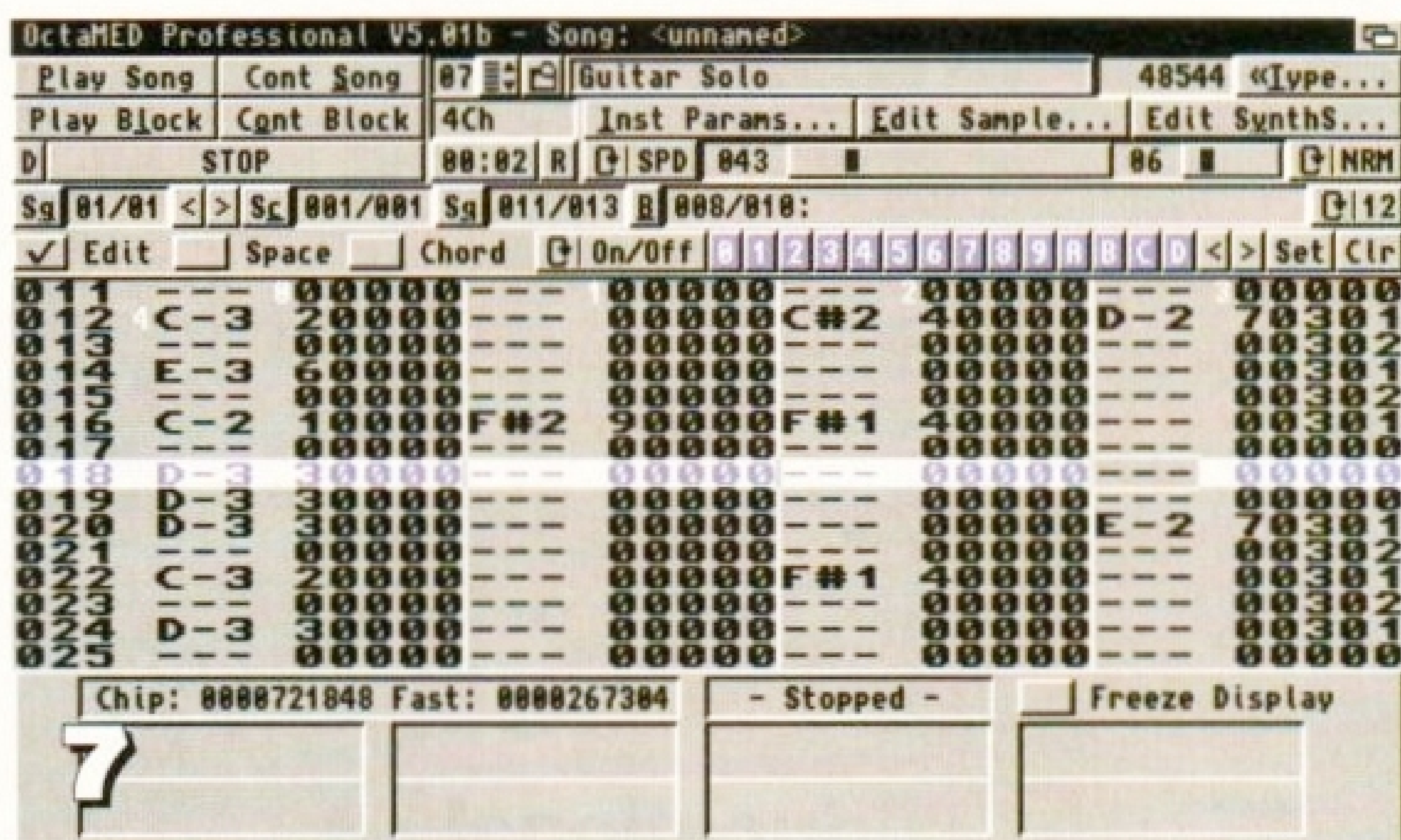
8 You may have noticed from the Pitch Slide sub-menu that there are two different types of pitch slide. We'll now find out what the difference between them is. Move to block 009 track 3, and create a type 2 pitch slide between lines 000 and 004, starting at line 002, by moving the cursor to line

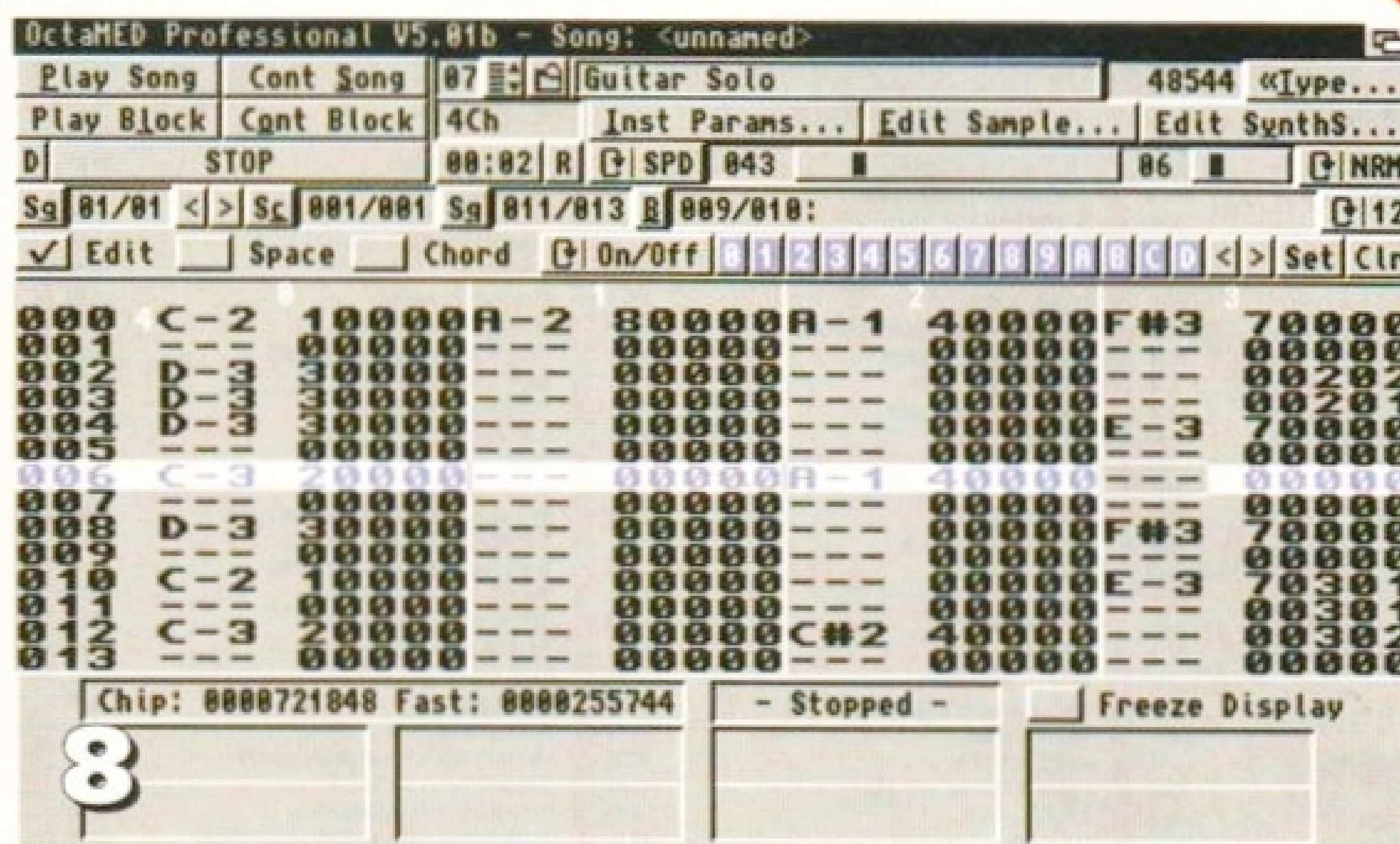




Tutorial

NEXT MONTH WE EXAMINE OCTAMED'S SAMPLE EDITOR IN-DEPTH





002 and selecting Edit menu -> Pitch Slide -> Type 2. This time command 02 is used instead of 03.

Create a type 1 pitch slide between 008 and 012, starting at 010, by moving to line 010 and choosing Edit menu -> Pitch Slide -> Type 1. Finally, create another type 2 pitch slide between lines 016 and 020, starting at line 018.

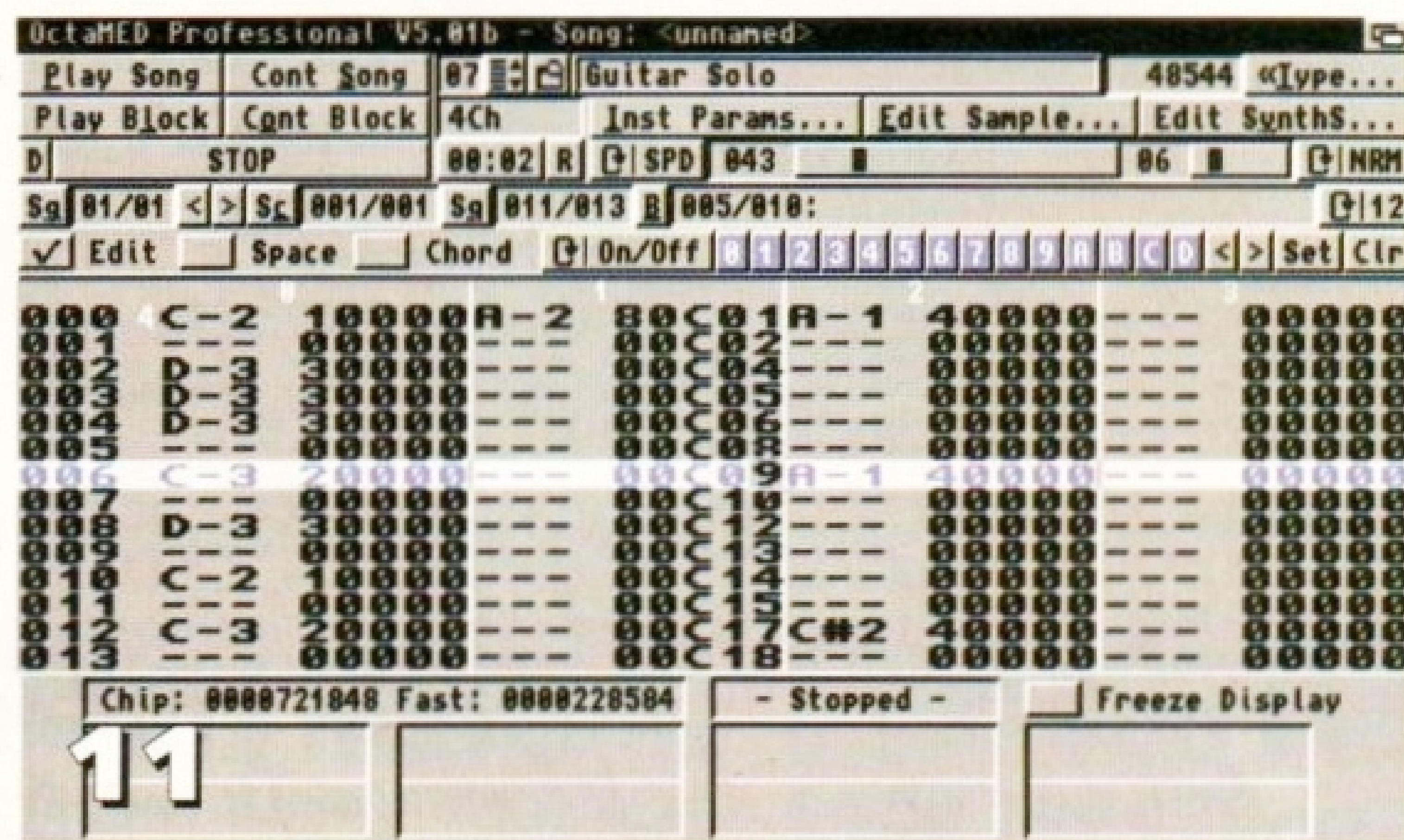
9 We'll play the block, but first we'll solo track 3 (make track 3 play on its own) so we can hear the difference between the slide types easily. Find the blue track 3 gadget (upper screen, bottom row) and click it while holding down a shift key. Now only track 3 is on. Listening carefully to the two pitch slide types, play and stop the block.

So, basically, pitch slide type 1 (the second slide in this block) should sound a bit smoother than type 2. Which type you use depends completely on how it sounds to your ear, but I usually prefer type 1. Turn all tracks back on by clicking Set (upper screen, far bottom right).

10 Command type 0C sets the volume of a note. Its command level can be 00 (no volume) to 64 (full volume) in decimal. This is the only command type whose level can be specified in decimal, so make sure you make the most of it!

Volume Slide in the Edit menu creates a string of 0C commands down a track, with gradually increasing or decreasing levels. When this is played, the volume of the note(s) in the relevant track gradually increases/decreases.

11 Select block 005 and play it through once. Now let's create a volume slide in track 1, so that the chorus volume gradually increases from almost no volume (01) to full volume (64). Move to track 1, and on line 000 enter command 0C01 to set the starting volume. Move to line 048 and enter command 0C64 (ending volume). Now move to any line between these two commands, and choose Edit menu -> Volume Slide. You should see a string of new 0C commands in track 1. Hear the effect of this by playing and stopping the block.



Clicking Play Song plays the song repeatedly until you stop it. Using command 0FFE, however, you can stop the song at any place you wish. So we'll add command 0FFE to the last block. There's an easy way to do it...

12 Select the last block (Left Alt-<down>), move to any track on line 056, then to quickly add command 0FFE, click stop while holding down a Shift key. Play the song through, and it stops at the 0FFE command.

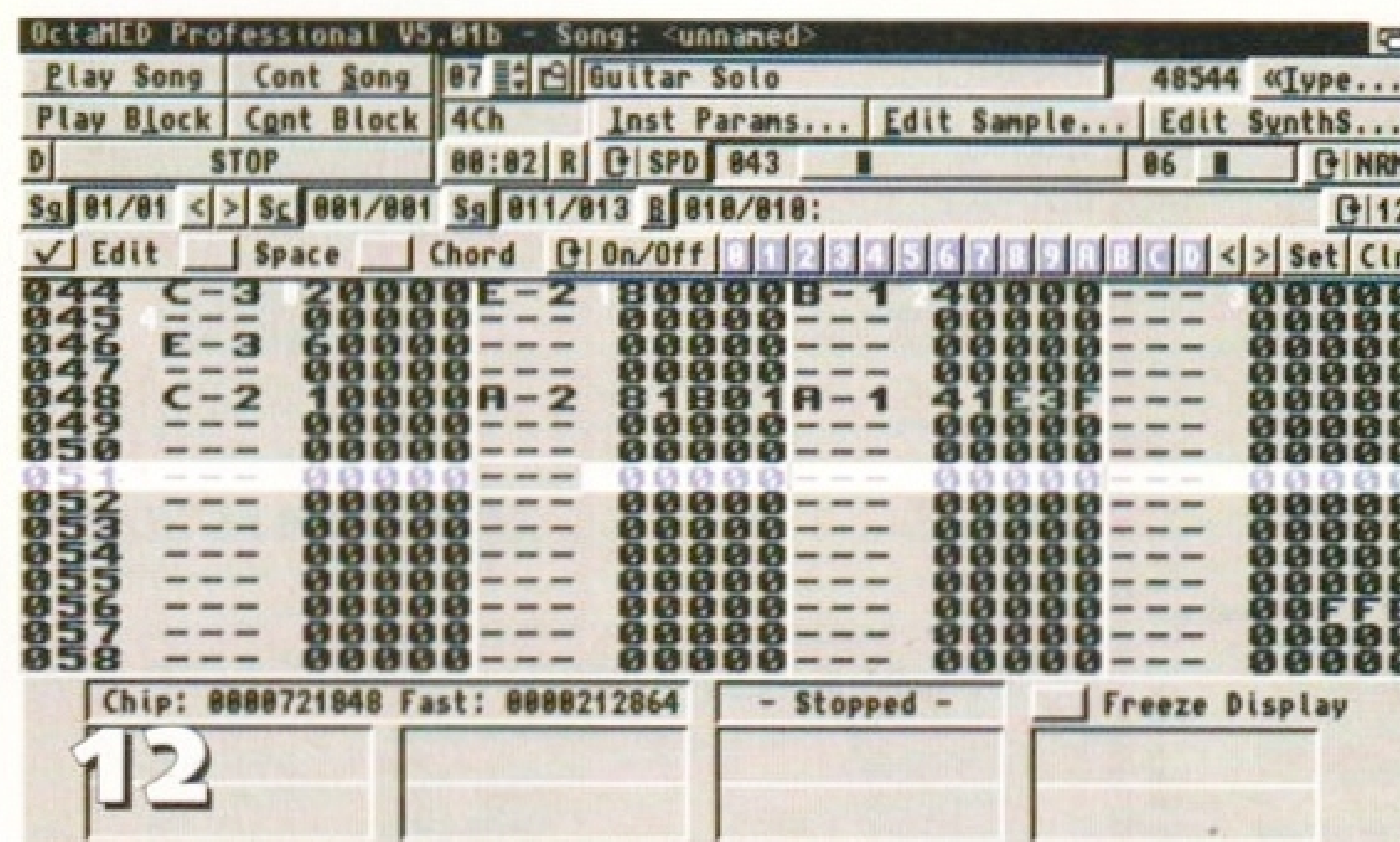
You'll find that the chorus sample keeps playing when the song has stopped (use the space bar to stop it). This is because the sample has a loop: a defined section that is repeated continuously (we'll examine loops in a later tutorial). For now, you can fix this by moving to block 010 line 048, and adding command 1B01 to track 1 and 1E3F to track 2. This should make the chorus instrument fade away before stopping.

13 Select Project menu -> Save, and in the text box at the top of the window change the AF64 to AF65. Now switch Create Icons and Save Instruments off, then click Save.

SOME OTHER PLAYER COMMANDS

00: ARPEGGIO – changes the pitch of the note quickly, usually used only for effects, it's best to experiment.
0B: PLAYING SEQUENCE JUMP – jumps to a new line in the playing sequence. The command level is the line number – 1.
1A / 1B: SLIDE VOLUME UP/DOWN ONCE – increases or decreases the volume by the number of levels given by the command level.
0F: – a multi-purpose command. If the command level is 01–F0, this changes the tempo. Command level 00 skips to the next block, levels F1–F5 repeat the note in a number of different ways.
0D: VOLUME SLIDE – increases and decreases volume smoothly. Level digit\1 increases, digit 2 decreases.
1E: REPLAY LINE – replays the player commands (not notes) on the current line the specified number of times.

Remember, all player commands are hexadecimal (except command 0C).



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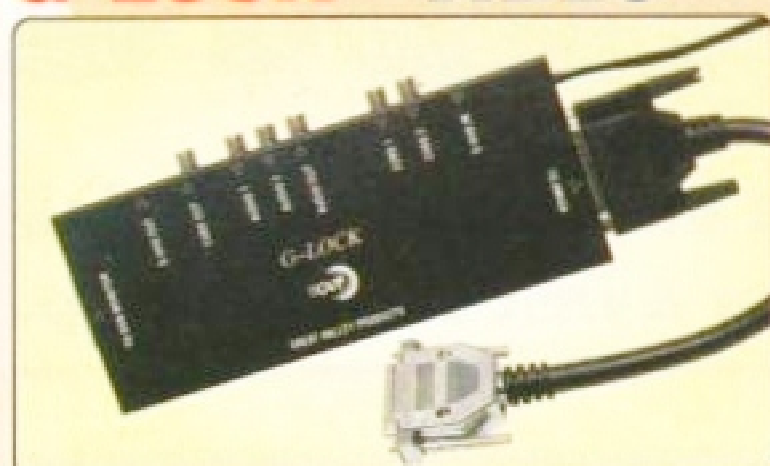


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FOR AMIGA 1200



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FOR A3000/A4000



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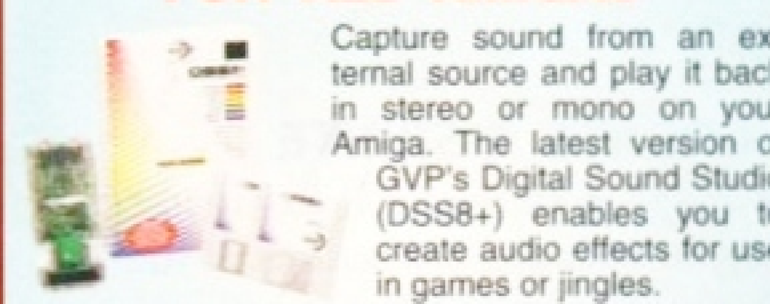
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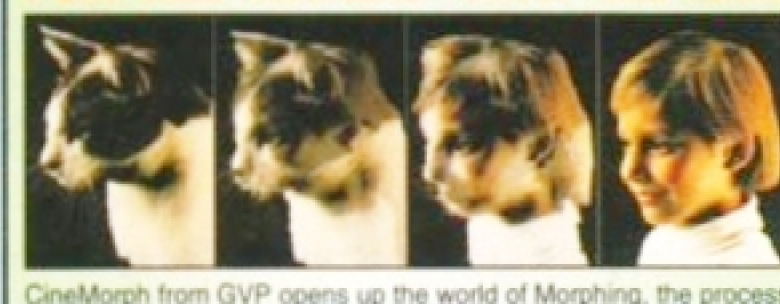
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*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

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Blitz Basic

In the last instalment of the *Blitz Basic 2* tutorial, **Roy Ferguson** gives you the basis for a fast shoot-em-up.

If you want to buy the full *Blitz Basic 2* package at a special *Amiga Format* discount price of £49.95, turn to our Readers' Offers on page 138.

Last month we got the landscape of our game scrolling behind a control panel by using a Dual Playfield display. If you remember, Dual Playfield is a special Amiga hardware technique which splits the bitmaps into two separate screens which can then be overlaid, with no fear of the graphics interfering with one another.

The landscape was made to look continuous by making it three screens long – because the third screen was identical to the first screen, we could whip the screen display back round to the start and the player would never know.

Last month I created the screens in *Deluxe Paint*, making sure that the third screen was exactly the same as the first. It turns out that there is a *Blitz Basic* command especially to do this, called Scroll. Scroll works by copying any part of a bitmap to any other – so it's perfect for reproducing the first screen.



The new and improved BlitzZone screen features vertical scrolling effects and the addition of a digitised forest or two. It still runs jolly fast at a silky-smooth 50 frames a second.

I took the opportunity to add some scanned tree images to the landscape, and decided to increase the height of the bitmap as well. Initially, the screen was a standard height of 256 lines, but by stretching it out to 280 we can obtain a wonderful new effect: vertical scrolling.

You will probably have seen this effect already in horizontally-scrolling shoot-em-ups. As the player's ship moves to the top or bottom of the screen, the entire background appears to move with it. This is a really nice effect, and it's simple to achieve.

A good time to use a hardware Sprite is on the player's ship. Sprites are different from Shapes, because they aren't present in the bitmap. Rather than being copied into the bitmap memory by the Blitter, Sprites float over the screen display – again this is handled by the Amiga's graphics hardware.

There are some major disadvantages with Sprites. Firstly, there are only eight of them available – and when you start messing with scrolling some of those can disappear. Secondly, they are extremely limited in size and colour. A Sprite can only be 16 pixels wide (but as long as you need) and use four different colours (the first colour is always transparent). It is possible to double two Sprites up to produce one of 16 colours, but you can see that they will get used up extremely quickly.

The new AGA chip set improves the Sprite's capabilities somewhat, but documentation on them is very difficult to come by – and *Blitz* won't directly support them in any case.

So the player's ship is a Sprite – well, actually it's two Sprites side by side making a ship that's about 32 pixels long. Drawing the Sprite was a five minute job in *Deluxe Paint* (you will probably want to spend more time on it of course), but to turn it into a *Blitz Basic* Sprite you need to return to Shapes briefly.

HOW TO CREATE A SPRITE

1. Draw your image in *Deluxe Paint*. Remember to keep to the size and colour restrictions. If you are using basic Sprites, remember to keep them to four colours only (one of those colours is transparent – which leaves only three). *Blitz* automatically joins hardware Sprites to allow wider objects – but remember you only have eight Sprites to start with.
2. Load the image into *Blitz* as a Shape with the LoadShape command.
3. Use GetaSprite to copy the Shape information into the Sprite memory.
4. Clear the original Shape from memory with Freeshape. This isn't compulsory, but it saves valuable Chip memory.

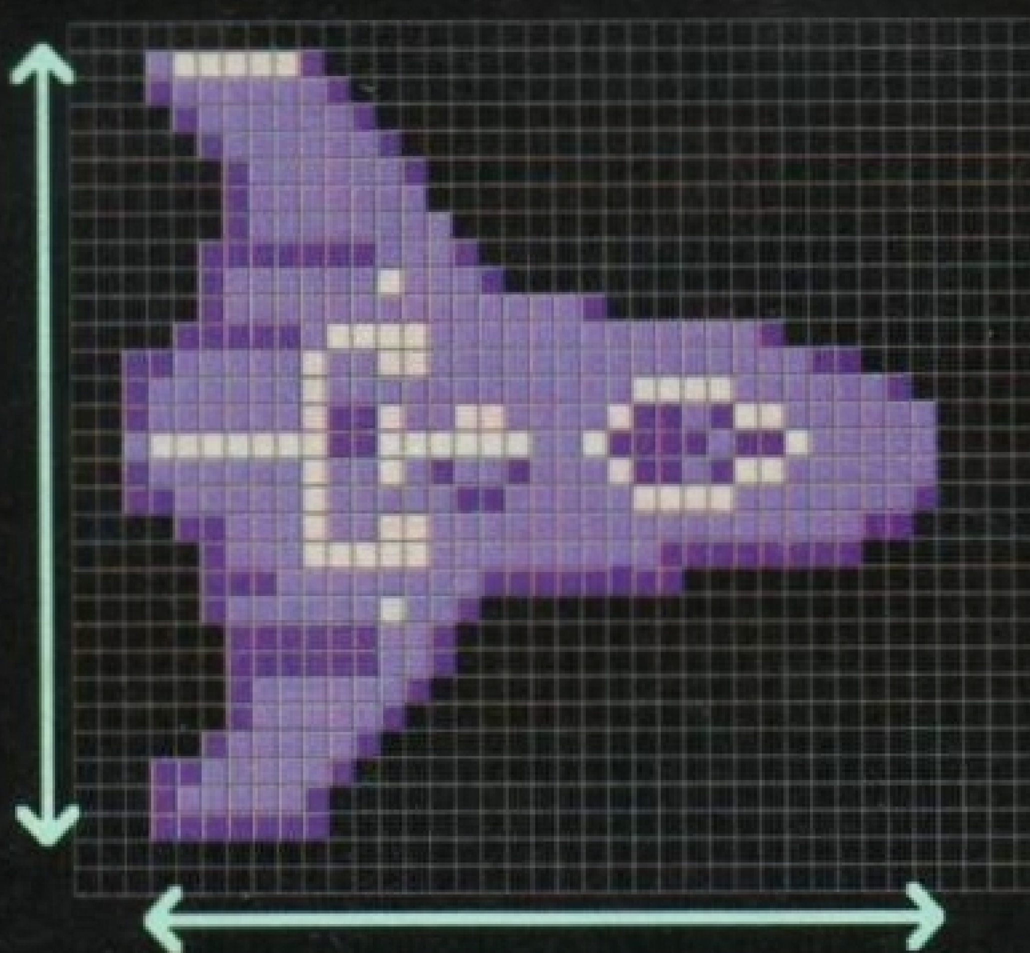
Remember that you can't reuse the Sprite channels on the same screen. Because our ship is 32 pixels wide and uses up two Sprites, if we wanted to use use another Sprite we would need to skip channels 0 and 1 and use 2.

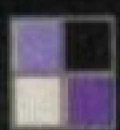
Sprites have their own requirements when it comes to setting their colours. They use the normal colour registers (set with the RGB command in *Blitz*), but the registers they use must be selected from the following table:


The new landscape file features trees, but notice two things: first of all the sky and mountains aren't graduated (that's done with a Copper list in the program) and secondly, the last screen doesn't contain any trees (they will be copied there with the Scroll command).

NEXT MONTH THE START OF A SERIES OF AMOS PROFESSIONAL TUTORIALS

Sprites





Hardware Sprites do have their limitations but their sheer speed makes them favourable for fast arcade games that don't require large and complex Shapes.

Sprite Channel	Colour Registers
0 & 1	17, 18, 19
2 & 3	21, 22, 23
4 & 5	25, 26, 27
6 & 7	29, 30, 31

Colours 16, 20, 24 and 28 are always transparent. If you create 16-colour Sprites, all registers from 17 to 31 are used, and register 16 is transparent.

With the player's ship on-screen and moving about (using the Joy command for directions), we can turn our attention to the purpose of the game: shooting things. Adding a bullet or missile is simple, using QBlit (the fastest way of animating graphics) to draw and automatically erase the image as it moves from left to right. There's only one bullet at a time in the example code – if you want to add more your best bet would be to use an array to hold the bullet's X and Y co-ordinates, and a counter to decide which to use at any time. You might want to add a power-up feature offering different weapons as well. This would entail a different firing routine for each weapon used.

Unfortunately at this point we've run out of time, and you'll have to add the enemy craft yourself. Because Sprites are in short supply, you'll probably want to create them as Shapes, appearing in the same bitplane as the player's bullets.

In this case, you can use *Blitz*'s collision detection routines. For example, assuming the alien enemy scum-sucking fiends are drawn into the bitmap as Shapes (not Sprites), you can add the following into the main loop:

```
Repeat
    VWait
    DoColl; Blitz check for collisions
    ShowB 1,screenx,screeny
    ...
    ship{}
    if PColl(0)<>0 then BANG{}
    ...
Until Joyb(0)
```

You can also use SColl (Sprite number, Sprite number) to check if two Sprites have bumped into each other, ShapesHit (Shape number 1,x1,y1, Shape number 2,x2,y2) to check for inter-Shape collisions, and ShapeSpriteHit (Shape number, X, Y, Sprite number, X,Y).

This brings us to the end of this series on *Blitz Basic 2*. For more info on *Blitz* join the Fidonet echo on the subject, and keep watching for the resurrection of the *Spong!* BBS on which you will find all the source code and graphics files.

LISTING

```
; Blitz Zone
; Allow game to be run from Workbench..
WBStartup

; Do all loading of images first...

LoadShape 0,"blitz2:zone/ship.iff"
GetaSprite 0,0
Free Shape 0
LoadShape 0,"blitz2:zone/weapon.iff"

; Load in the control panel
BitMap 0,320,256,3
LoadBitMap 0,"hd3:blitz2/zone/panel.iff",0

; Load in the background
BitMap 1,960,280,3
LoadBitMap 1,"hd3:blitz2/zone/landscape2.iff",1
Scroll 0,0,320,280,640,0

; Wait for file loading to stop
VWait 300

; Switch on BLITZ mode!
BLITZ

Statement weapon{}
    SHARED firex,firey,sx,sy
    Use BitMap 0
    If (Joyb(1)<>0 AND firex=-1) Then
firex=sx+40:firey=sy+10
    If firex<>-1 Then QBlit
0,0,firex,firey:firex=firex+8
    If firex>280 Then firex=-1
End Statement

Statement ship{}
    SHARED sx,sy,screeny
    ShowSprite 0,sx,sy,0
    ShowSprite 0,sx,sy+16,2

    jx=Joyx(1)
    jy=Joyy(1)
    sx=sx+jx*3
    sy=sy+jy*3
    sy=QLimit(sy,32,216)
    sx=QLimit(sx,30,100)
    screeny=screeny+jy
    screeny=QLimit(screeny,0,32)
End Statement

Statement preparescreen{}
    ; Set up custom dual-playfield display
    Slice 0,44,320,256,$fffa,6,8,32,320,960

    ; Sort out colours...
    For i=0 To 7
        Use Palette 0
        PalRGB 2,i,Red(i),Green(i),Blue(i)
        Use Palette 1
        PalRGB 2,i+8,Red(i),Green(i),Blue(i)
    Next i

    ; Making graduating colours
    For i=1 To 200
        ColSplit 12,1,i/16,i/15,28+i
    Next i

    For i=1 To 100
        ColSplit 9,i/8,i/10,0,i+180
    Next

    ; Colour of ship shape
    RGB 17,0,5,8
    RGB 18,4,10,14
    RGB 19,8,12,14

    ; Display both bitmaps
    Use Palette 2
    ShowF 0,0,0
    ShowB 1,0,0

    InFrontF 0
    InFrontB 4

    Use BitMap 0
    Queue 0,1

End Statement

; ******** START OF PROGRAM ****
firex=-1
firey=0
sx=40
sy=120
screeny=16

preparescreen{}
Repeat
    VWait
    ShowB 1,screenx,screeny
    UnQueue 0
    weapon{}
    ship {}
    screenx=screenx+4
    screenx=QWrap(screenx,0,640)

Until Joyb(0)

; *** END OF PROGRAM ***
```

AMIGA FORMAT BOOK OFFERS



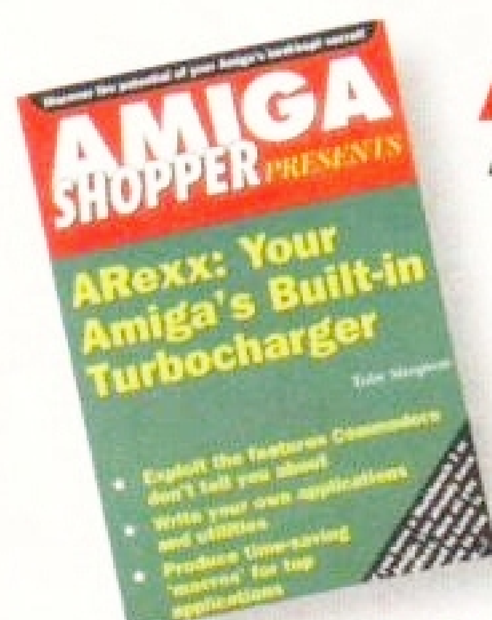
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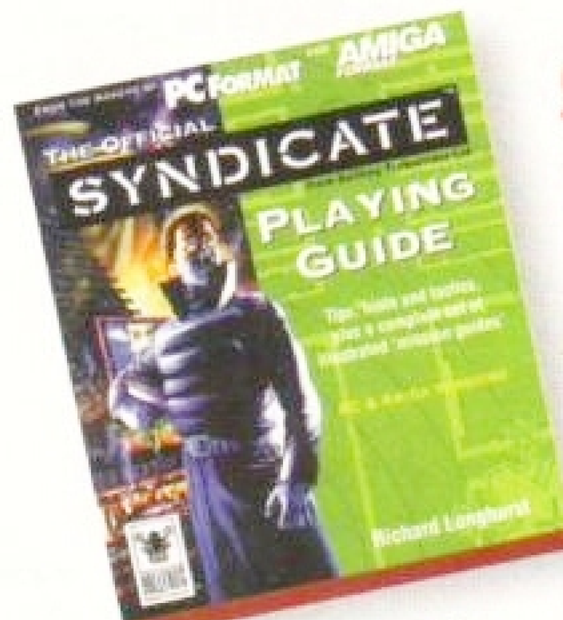
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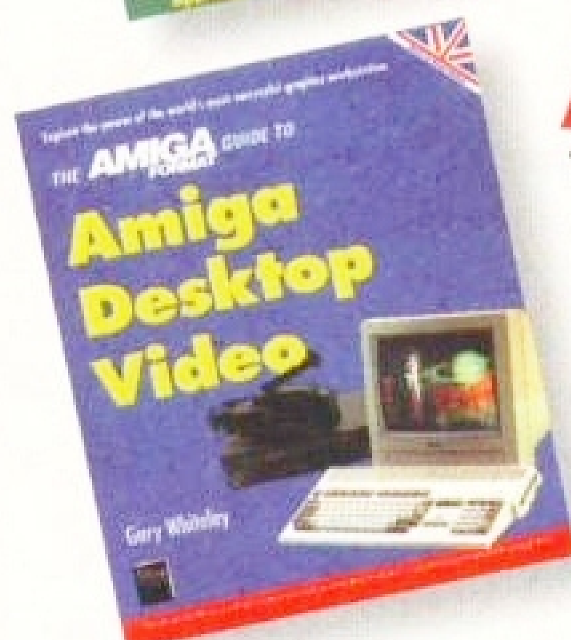
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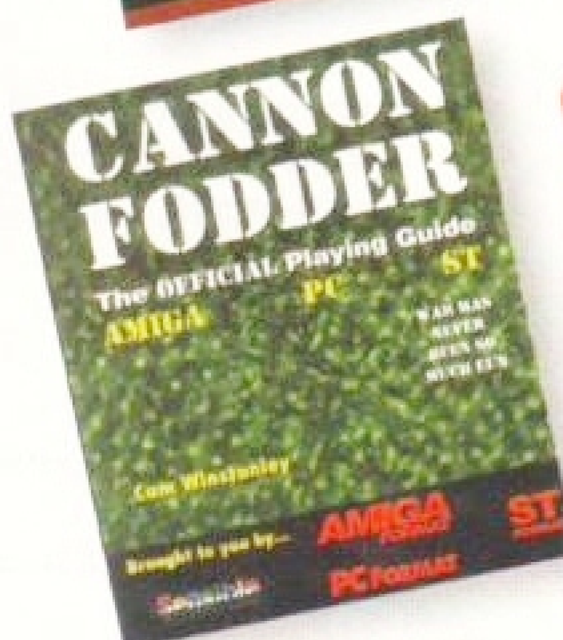
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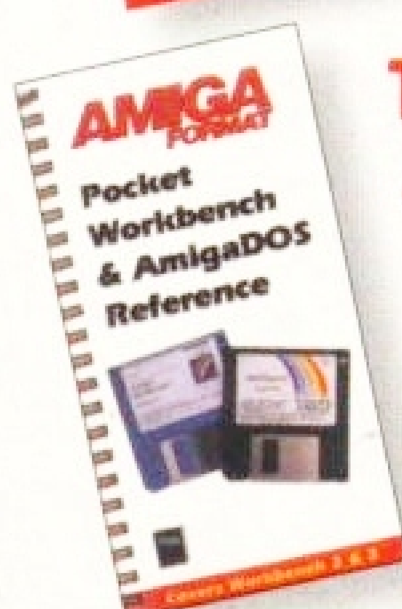
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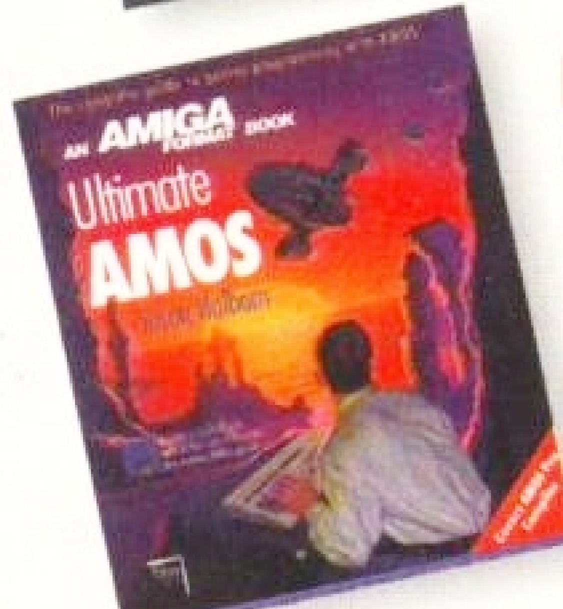
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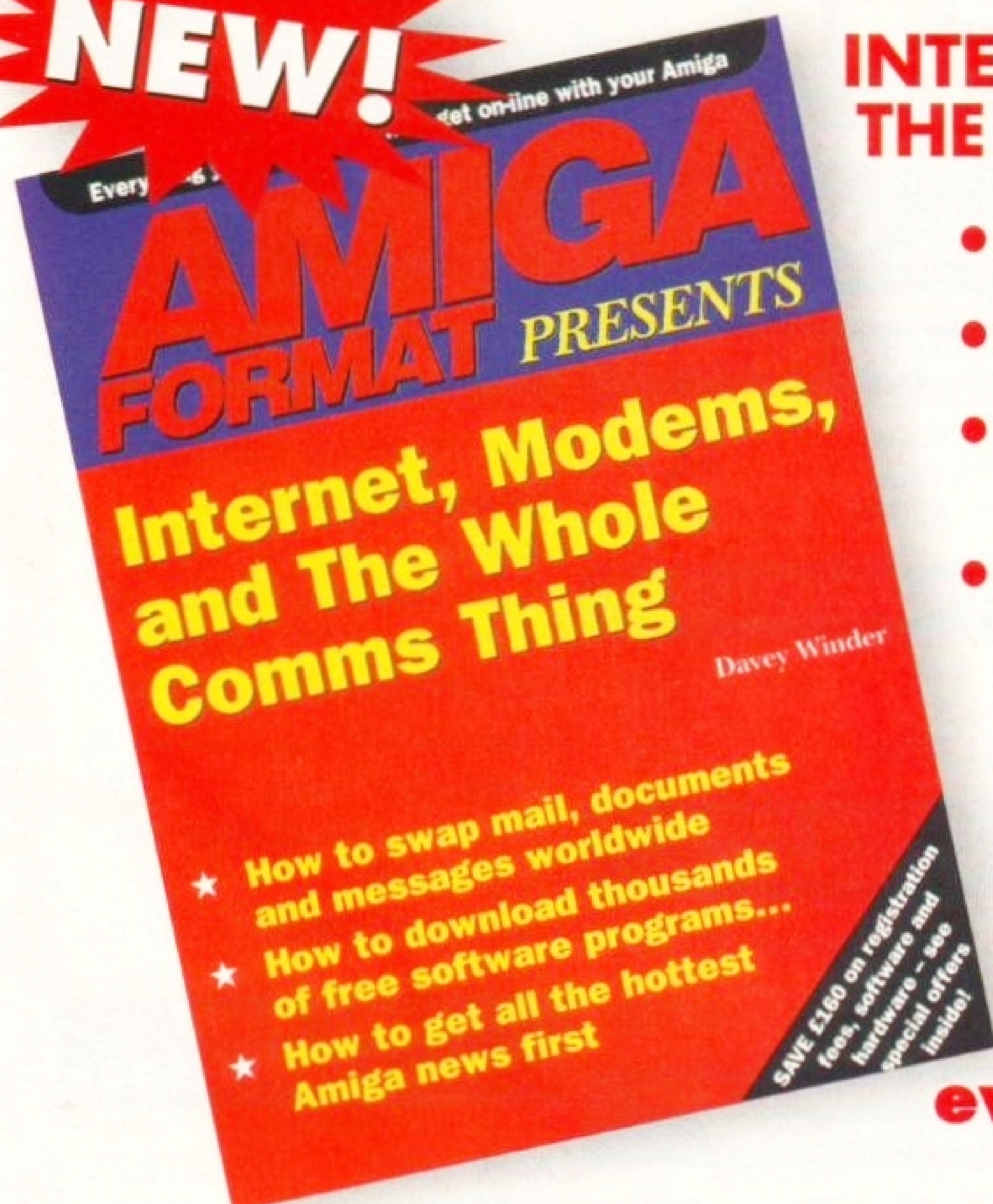
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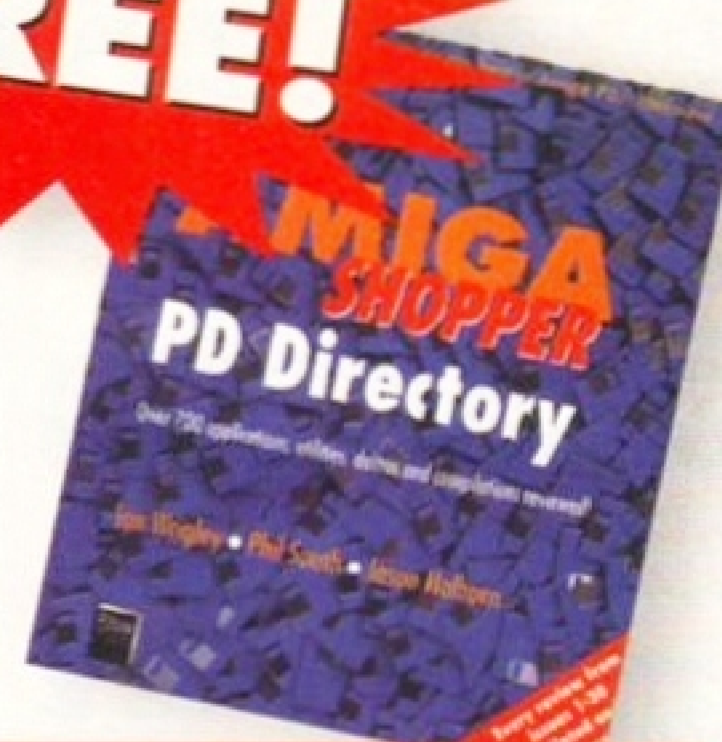
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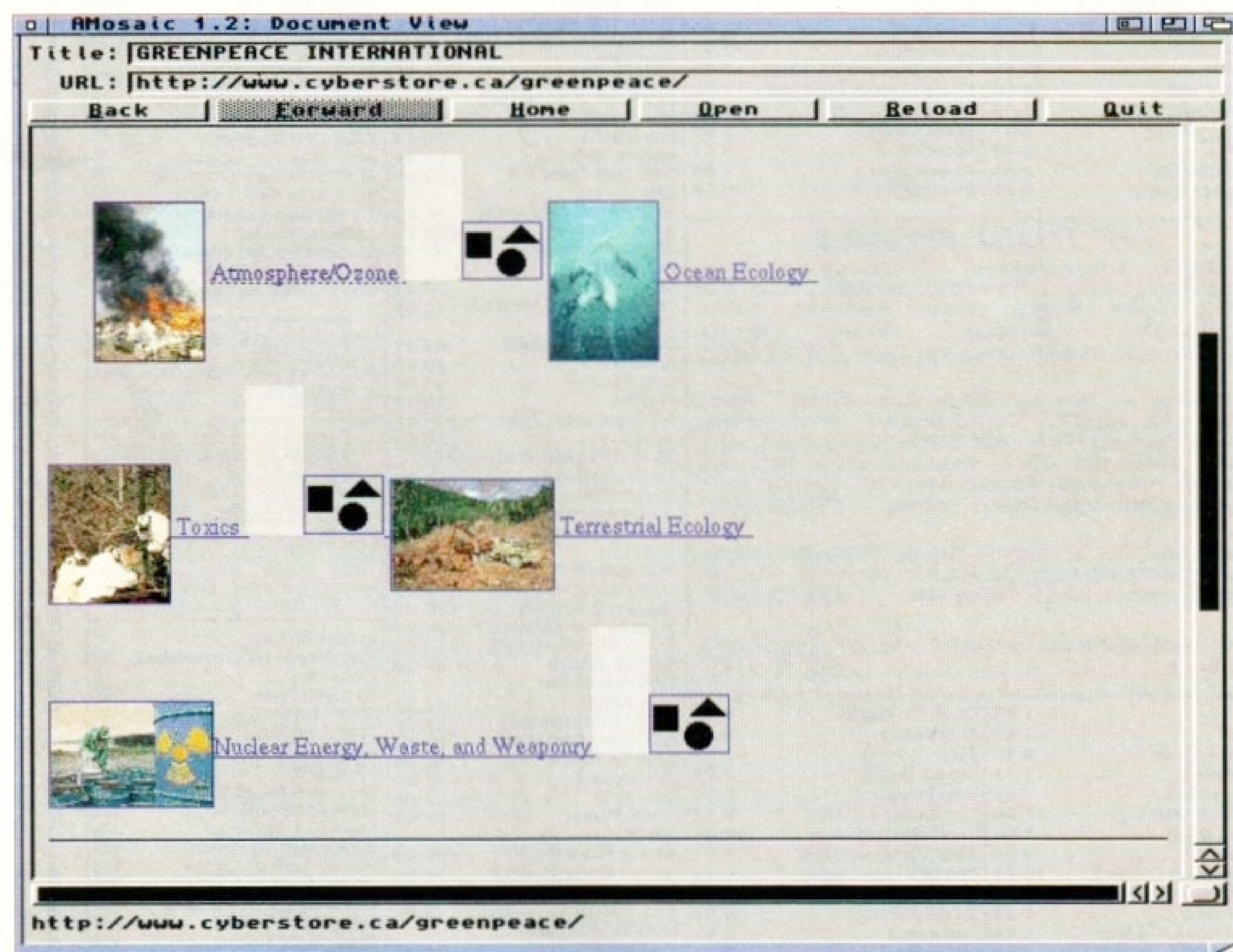
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Virtual coffee mornings

Richard Baguley investigates the Internet Relay Chat – the Net way to talk about the Amiga.



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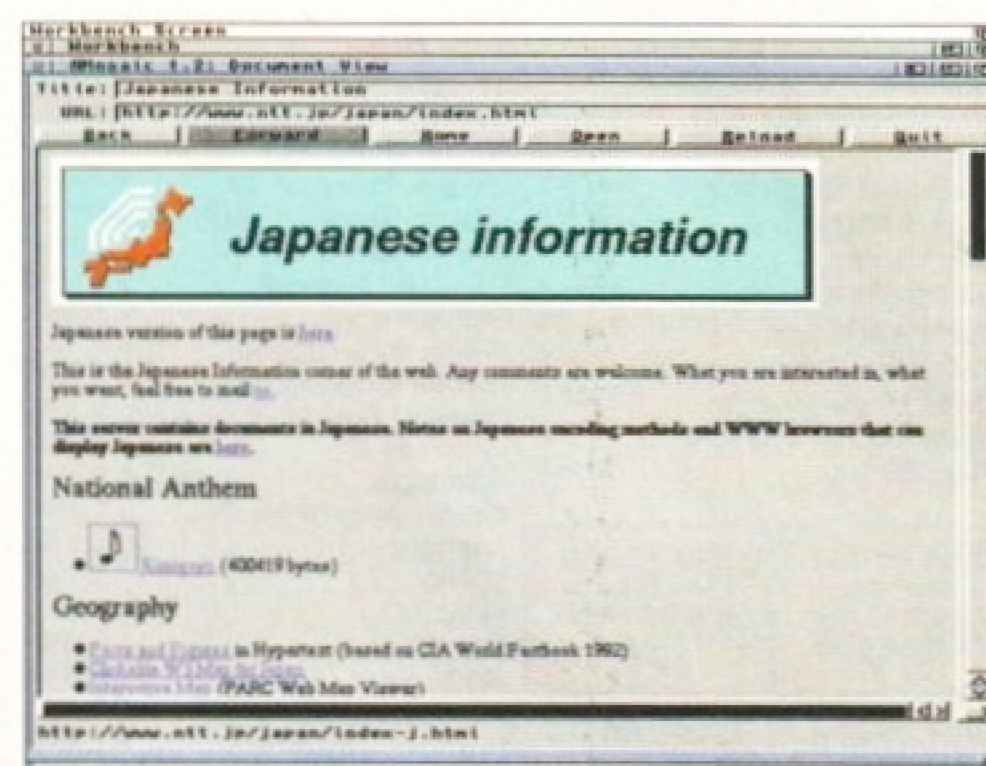
Somewhere out there in the virtual reality that is the Internet, a large number of computer users are busy chattering away to each other. Not just in the Usenet newsgroups, but in another system which allows users to talk to each other in real-time. This system is called the Internet Relay Chat (IRC).

The way it works is very simple. Each user connects to an IRC server (using some software called IRC Client software), and these servers send information to each other around the Internet. The IRC is divided into a series of channels, each of which is named. For instance, the main Amiga channel is called, unsurprisingly, AMIGA. Connect to this channel and you can chat about anything Amiga-related to people all over the world.

There are other Amiga-related channels, such as AMIGAFR (French Amiga users) and AMIGASCN (demo-related stuff). But I can't give you a complete list, because these channels tend to appear and disappear as the users come and go.

To get on to the IRC, you need special software (as well as a link to the Internet via *AmiTCP* or similar). There are various IRC Clients available for the Amiga, but the best one I've seen is *Grapevine*, which is written by Brian J Cerveny. This is easy to use and even allows you to tune in to several channels at once, although holding several conversations at once is confusing.

You need Workbench 3 or above to use this software and you can either use the menus for the various options, or control the software by typing a command preceded by a /. So, to join a channel called Hottub, you would type /JOIN HOTTUB or select Join from the Channel menu.



Brush up on your Japanese with the info page on the World Wide Web at http:www/ntt.jp/japan/index.html.

You can even create your own channel if there is a subject which you think should be discussed, simply by asking the software to join a non-existent channel. So, if you wanted to start a channel about, say, slugs, you would simply type /JOIN SLUGS. People won't automatically be aware that your new channel exists, so you can either invite people to join or announce the new channel in a conference of a similar type (such as SNAILS).

You can also create closed conferences which can only be joined by people you choose to invite, although remember that the system can be hacked, so your channel isn't completely secure.

The IRC is about more than computers, though. At any given time you will find several hundred people on line, discussing any of a number of topics ranging from Aussies to Zen. If you want to see what channels are up and running at any one time, then check out what channels other users are tuned in to. Alternatively, you can get a list by typing /LIST *, but beware, this list will be rather long.

ASK THE ORACLE

If you have any questions, if you are unsure about anything, then just ask the Oracle, which is located on the Internet at oracle@cs.indiana.edu. To ask it a question, send it a message with the subject line Tell Me. To have the Oracle ask you a question, simply send a message with the subject line Ask Me.

For instance, I sent the Oracle the following question: Why do I find it so difficult to get up in the mornings?

It replied: "Do you feel sleepy all day? Have you had 10 hours of sleep a night? Do you feel an itching sensation when you wake? If you have all of these symptoms then the explanation for your laziness is dire indeed. You have been abducted by aliens. All you have to do now is phone the CIA, write a book and make a million. Unfortunately, if you feel the itching sensation, it means that the aliens have been cutting you apart and putting you back together again. Sooner or later, they are gonna stuff up."

You can also contribute by answering questions such as: I used to live in New York state, where there is a town, north of New York City, which is called Fishkill. Anyway, what I need to know is: how much fish would a Fishkill kill if a Fishkill could kill fish?

Deep stuff indeed. As you may have realised, all of the answers are, in fact, generated by other people, but the whole process is completely anonymous, so you may even find the answer to those painful personal problems.

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Amiga Disks & Drives	12.99
Assembler Insider Guide	12.99
Mastering Amiga Arrex	17.99
Mastering Amiga Beginners	15.99
Mastering Amiga AMOS	15.99
Mastering AmigaDos2	14.99
Mastering AmigaDos3	15.99
Mastering Amiga Printers	15.99

HARDWARE

A600 Basic Pack	Ring
A600 Wild Weird & Wicked	Ring
A1200 Basic Pack	Ring
A1200 Innovations Pack	Ring
Viper 030 Accelerator	155
170MB for A600/A1200	170
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A500 Plus 1Mb upgrade	35
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A500 512k Ram + clock	25
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1 Mbyte Simms	34
AT-Once PC 286 Emulator	189
Rombo Vidi 12 Pack	69
Sharp JX100 A6 Col. Scanner	379

AwardWinners — Populous,Pipe-Mania,KickOff2, Space Ace ....£9.99.......

MONSTERPack — Beast 2, Killing Game Show, Awesome ....£9.99........

Team 17 — Superfrog, Body Blows, Overdrive ....£19.99.......

The Greatest — J.WhiteSnooker, Dune, Lure Temptress ....£19.99.......

World Cup 94 — Champ.Man.93/4, Goal, Striker, Sens.Soccer92/3 ....£19.99.......

Football Crazy — Kick Off 2, Player Manager, Final Whistle ....£9.99.......

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Citizen Swift 90 Colour	169
Citizen Swift 240 Colour	229
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Canon BJ200 Mono	249
Canon BJ230 Mono	319
HP Deskjet 550C Colour	369
HP Deskjet500C	299
HP Deskjet520 Mono	279
HP Deskjet310 Col.Portable	269

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Body Blows Galactic	17.99
Burntime	16.99
CHAOS ENGINE	14.99
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AGA SOFTWARE

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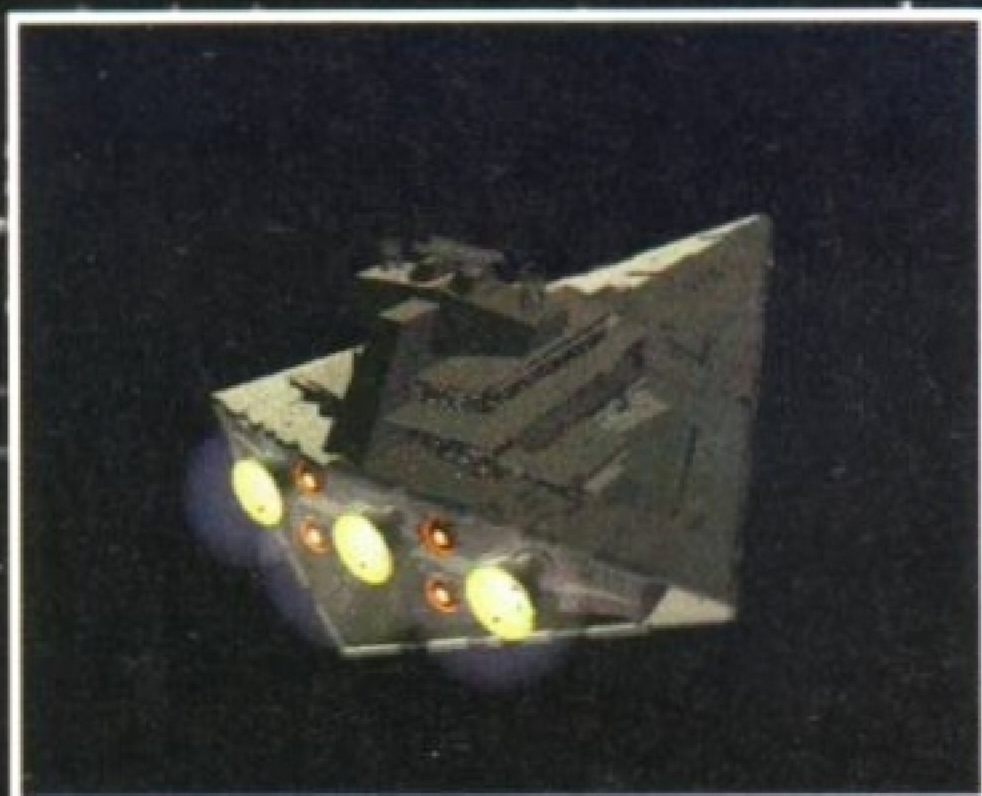
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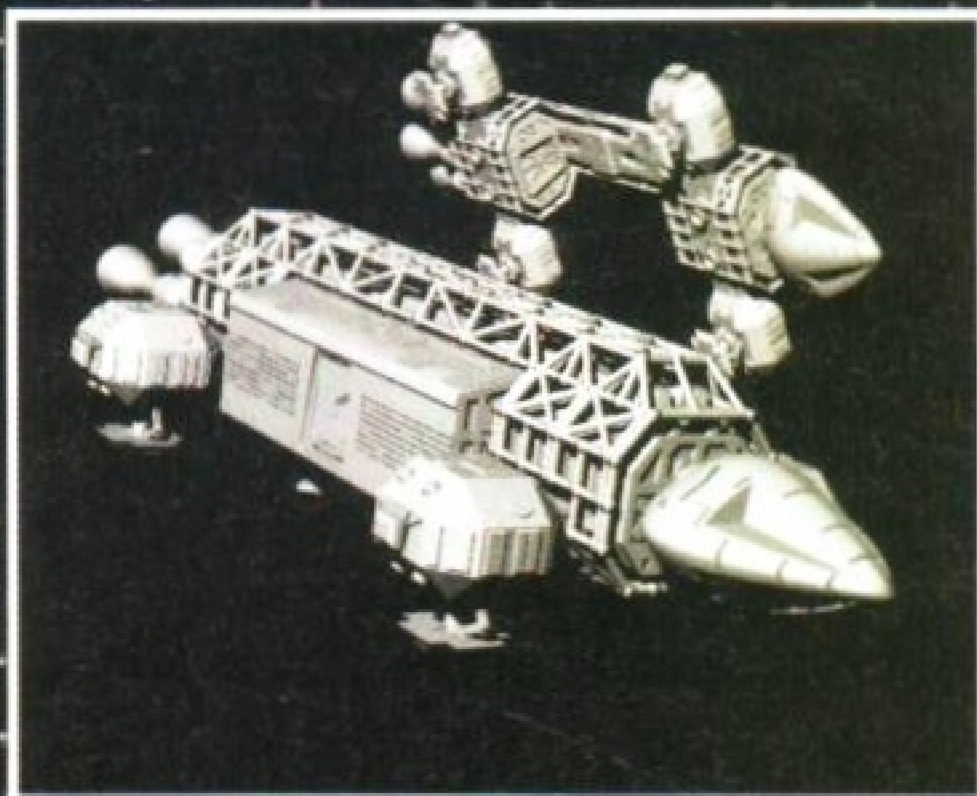
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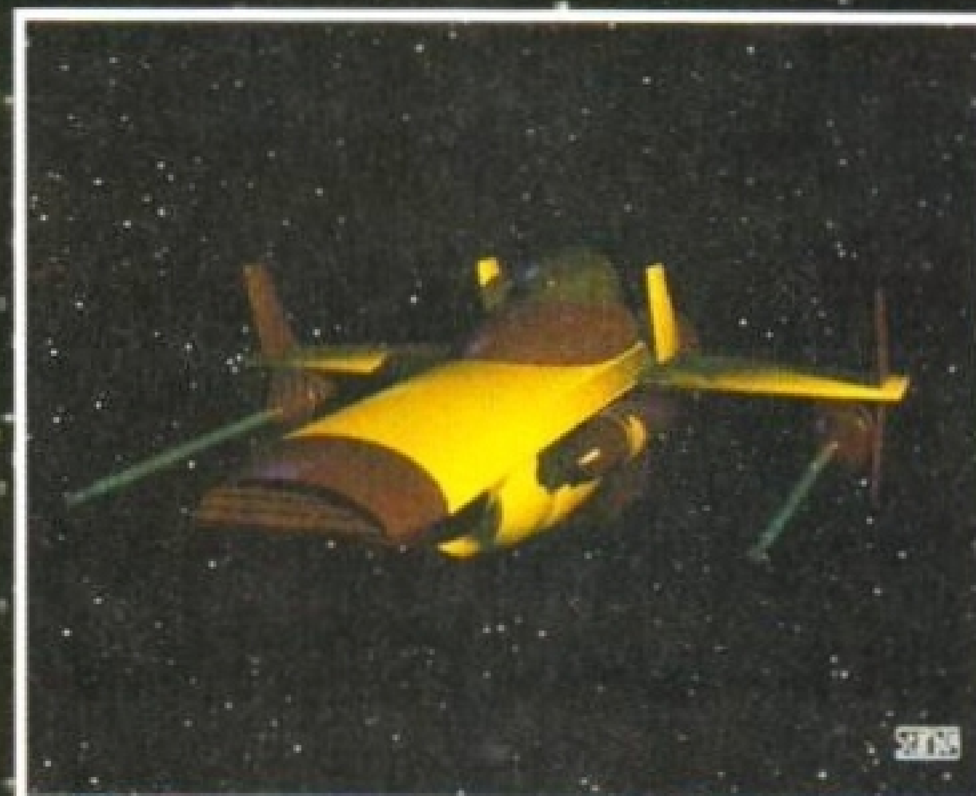
IMPERIAL STAR DESTROYER BY PITMAN C LEE

Imagine owners can now add an Imperial Star Destroyer to their *Star Wars* collection. Pitman has spent considerable time designing this model, and the disk comes with an installation routine to unpack the object, texture maps and even sample pictures. All you need now is a Millennium Falcon and you can create your own *Star Wars* movie!



EAGLE: VERSION 2 SPACECRAFT BY FILIP CAMERMANS

This model is based on the Eagle from *Space 1999*. It took 50 hours to do. It's *Imagine 2.0*-compatible because the textures that came with *Imagine 3.0* haven't been used and you need 14Mb to render it. You can buy a copy of the Eagle for £3.50. Contact Filip Camermans at: Patatestraat 50, 1861 Wolvertem, Belgium. Tel: (32) 52-30 98 32.



YT-315 (GAY DECEIVER) BY STEVE CRIDDLE

This object is modelled on the Gay Deceiver vessel on the cover of *The Number Of The Beast* by Robert Heinlein. The background starfield was created using the Granular.Colour texture on the *StarBug Textures* disk (Algorithmic Textures for *Imagine 2.0*). This disk is only for the FPU version of *Imagine*, and is Postcardware.

All these objects are Shareware and are available from the 24Bit Club model collections. With the exception of Filip Camermans' and Anthoney Nutley's material, they are FREE to members of the 24Bit Club. Contact them on: 0141 946 2191.

24Bit Club

This month the 24Bit Club show off some of their talented Amiga modellers' work. And very lovely it is too.

TELESCOPE BY ANTHONEY NUTLEY

Anthoney has been working very hard on his models and his new Shareware offering is of this highly detailed telescope. The disk is Paid Shareware and is available for £3.50.

Steve Jarratt – Editor

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

16 BLITZ

The Zappo CD-ROM drive is fully CD^{32} and PhotoCD compatible.

After reading your review of the Zappo CD-ROM add-on (*AF62*) for the A1200, I decided to buy one because it seemed better for me than the Commodore CD-ROM.

When I went to my local dealer, he told me that because the Zappo used the 16-bit PCMCIA slot it would only be capable of running the 16-bit games which are available for the CD^{32}.

I thought that games like *Microcosm* and *Theme Park* were 32-bit. He said that when 32-bit games started to come out next year, the Zappo wouldn't run them and it would be completely redundant.

If this is true, then would I be better off getting the Commodore CD-ROM when it finally arrives and would this be true 32-bit?

Andrew Summers, Cardiff

Shows how much your local dealer knows, then. True, the PCMCIA slot is a 16-bit data bus, but all that means is that it transfers data to the RAM in chunks of 16 bits. It's easily fast enough to cope with the 300K/sec transfer rate of the CD drive, and has no effect on what the 32-bit processor is doing. Besides, we've already told you that Microcosm *– which is a 32-bit game – runs fine on an A1200 using the Zappo drive.*

I suggest you go to a dealer who knows what he's on about.

WHAT'S GOING ON?

I recently upgraded to an A1200 and wondered if you could answer the following questions:

1) Approximately how many A1200s and CD^{32}s have been sold?
2) What effect has the new Zappo CD-ROM drive for the A1200 had on the sale of CD^{32} software?
3) Why do the CD software charts consist mainly of PC CD-ROM titles, does CD^{32} software not sell, or what?

Stephen Brown, Merseyside

1) No idea. Commodore are tight-lipped about sales, although 100,000 CD^{32}s are rumoured to have been sold worldwide. The figure for A1200s is considerably higher than that.
2) It's still too early to tell, but it can't have hurt it! Hopefully, we'll have a better idea after the Christmas season.
3) Yes it sells – Amiga CD titles are continually appearing in the CD-ROM charts – but there are a damn sight more PC owners buying CD titles than there are CD^{32} owners.

BRIGHT IDEAS

The flight sim *TFX* will be in the shops before Christmas.

How many letters do you receive each month? When is an Amiga portable computer coming out? We have waited too long for one. This is one of the advantages of a PC over Amiga, and always crops up when we start saying how good the Amiga is.

Why is *TFX* taking so long to be released? When I phoned up a mail order company, to order it, they said it was still being shrunk on to Amiga. What does this mean?

I think you should have a separate section for readers to recommend or warn against different shops or services, so that people don't shop at unfriendly places. Also, I think you should review not only products, but manufacturers and shops. I think on every review, you should do a mini round-up of all similar products, or at least a list of them with the issue in which they were reviewed, the percentage and a comment.

Matthew Wakeling, Southampton

Too many! But even though we can't answer all of them, every letter gets looked at (and even read occasionally).

A portable Amiga, eh? In theory it's a great idea, but it doesn't play to the Amiga's strengths, which are in graphics and video, for which you need a full-size monitor. And it would be expensive too.

The original PC version of TFX *took up 16Mb of hard disk space, so as you can imagine, they've had to cut a few corners with the Amiga version, such as intro sequences.*

I've thought about the 'readers recommended shop' idea, but what's to stop a store writing in under the pretence of being a reader and saying that they're great? Or, alternatively, writing in complaining about a local competitor?

However, the idea of similar products listed in reviews is a good one, and one which should appear in AF *before long.*

EXTRA BUTTONS

I now own an A1200 with a 120Mb hard drive and have a 4Mb RAM and FPU fitted and will soon have a Zappo CD-ROM drive.

I have read with interest all the letters in your mag about CD. Because CD^{32} games are designed for use with a controller with four buttons and not a joystick and keyboard, will the CD^{32} controller work with the A1200, including the extra buttons for these games?

As a potential regular CD buyer I don't want to buy something that will not work or that I cannot use because I do not have the right equipment, I believe it would be useful for myself and the many people who are about to buy a CD-ROM, or who already own one, to know which games will work and whether they need the CD^{32} controller or more than the basic 2Mb of RAM in the A1200 to work.

I realise that there are now quite a few CD^{32} titles but maybe the info could be produced in a one-off list for all existing titles and then such information could be included in future reviews.

Dave Thomas, Germany

The CD^{32} joypad works perfectly with the A1200/Zappo CD-ROM drive set-up.

Yes indeed: CD^{32} games played on an A1200/Zappo drive set-up will make full use of the CD^{32} joypad. Developers are also writing dedicated A1200 floppy games that use the joypad's extra buttons – such as **Wembley International Soccer** ***and*** **Brutal Sports Football.**

We'll try and inform you when a CD-ROM product has special requirements – but we usually mention these in reviews anyway.

POWERFUL STUFF

1) What do Bullfrog think they are doing selling *Theme Park* for £35? You gave it a *Format* Gold too – encouraging higher prices. We're already up to PC prices – it'll be cartridge prices next. Higher prices make piracy more likely as people won't be able to afford games.
2) Will *Sim City 2000* be A1200 and hard disk installable only?
3) In your reviews can you state whether there will be an A1200 or CD^{32} release, when these versions will be released and their prices?
4) Everyone goes on about the cheapness of the A1200 – it's not cheap (well the hardware isn't), compared with the faster 486 SX33 available with a 130Mb hard disk and an SVGA monitor with 4Mb of memory for £559 (AV Computers). That sounds expensive until you add these extras to an A1200.

A1200	£300
2Mb expansion	£110
120Mb hard drive	£190
Monitor (multi-sync)	£300
Total	£900

Continued overleaf ➡

THE BITS ON THE SIDE...

Thanks for a brilliant *AF63* Coverdisk (*PageSetter 2*). In fact, I am starting a magazine with it. So if anyone thinks they have some decent artwork or writing, or if they want to subscribe, then write to: Daniel Hawes, The Ridgeway, Shire Lane, Chorleywood, Herts WD3 5NH.

Subscription fees are 50p a month plus 30p p&p. It will probably be about animals and birds – maybe even a bit about the Amiga.

David Hawes, Chorleywood, Herts

Glad you liked PageSetter 2 – and best of luck with the magazine. Although an animals and Amigas mag sounds a bit dubious. Maybe you should concentrate on just the one subject…

Please could you let me know if there are any Amiga computing clubs in the Midlands?

Mr Chand, Hockley, Birmingham

Can anyone out there help?

I am writing to enquire about the processes involved in sending you demonstration disks, or Public Domain disks, of my work.

Ideally, as my demonstrations are music orientated, I would like to send them into a Tune Of The Month section. Or, if possible, just send my music modules in to see if you think that they are good enough to put on to one of your Coverdisks.

Mike Lacey, Derby

By all means send in your music modules to us – we can listen to them on tape or just as easily by loading them into the program they were made with. If they're good enough, we can certainly squeeze some on to our Coverdisks or, failing that, the Subscribers' Superdisk.

More humour in your mag? Please no. If I wanted to read puerile, unsuccessful attempts to amuse I would buy *The One*. If I find another silly make-believe comment by the editor, I will seriously consider doing without *AF*. Do you want to lose your adult readers?

At the moment you are less illiterate and more informative than most of the competition and your Coverdiscs (please keep my correct spelling of discs) are easily the best.

Alan Pywell, Lincolnshire

Er… I don't remember putting in any 'Ed' comments. And I hardly think Amiga Format is bordering on being the Viz of the Amiga world. Are you sure we're talking about the same mag!?

Coverdisk is spelt with a k, as is disks, because both words are derivations of the term floppy diskette – the correct nomenclature for the 3.5-inch magnetic storage medium. So there.

I bought an A1200 for my daughter, and as per the advice given in the users' guide I made copies of her disks. However, some of the disks won't copy and a message appears on the screen saying, Unable to read cylinder (I think) 8. Can you explain what this means and is there a way to get round the problem so I can copy the master disks for protection against accidental erasure?

J Lambert, Lancashire

Without more info on what you're doing, I can't help. Either your master disk is already dead – or, as I think is the case, you're trying to copy a games disk. This disk is protected and so will not copy. It's also illegal to copy protected software, so don't even think about it. Next time, write to Workbench, eh?

COMPETITION WINNERS...

G2 COMPETITION ISSUE 63

***25 winners of Psygnosis's* Operation G2.**

Michael Chriscoli, Lanchester, Durham.
P Fitzgerald, Skelmersdale, Lancashire.
Chris Cherriman, Findern, Derby.
Chris Szelachowski, Whalley Range, Manchester.
Steve Watts, Gosport, Hants.
Christopher Knowles, Braunton, Devon.
H Wapplington, Chesterfield, Derbyshire.
P Stothard, Babby, Doncaster.
Sarju Atkar, Newtown, Powys.
Stephen Grant, Chesterfield, Derbyshire.
Jonathan Little, Wadebridge, Cornwall.
Jack Bremer, Fulking, West Sussex.
Liz Gittens, Sheffield.
Jason Jones, Hastings, East Sussex.
E Nicholls, Norwich, Norfolk.
Michael Lozano, Chiswick, London.
H Hicken, Ibstock, Leicester.
Richard Conway, Arbroath, Angus, Scotland.
D Waters, Holton Le Clay, Lincs.
Chris Morgan, Rugby, Warwickshire.
Anthony O'Kelly, East Kilbride, Glasgow.
Martin Sweeney, Grangemouth, Scotland.
Alex Young, Bolton, Lancs.
M Milner, Dudley, West Midlands.
Graham Dale, Belper, Derby.

AMIGA FORMAT SURVEY 1994 ISSUE 63

***10 winners of* Empire Soccer '94.**

M Wheeler, Romford, Essex.
S Holley, Newton Abbot, Devon.
Callum Stewart, Kendal, Cumbria.
F Logan, Radcliffe, Manchester.
A Horrex, Ipswich, Suffolk.
S Read, Woburn, Beds.
Martin Storey, Crowborough, East Sussex.
Stuart Hanlon, Enfield, Middlesex.
Richard Benwell, Gt Morwood, Buckinghamshire.
Terrence Webb, Redruth, Cornwall.

That's with a slower (28Mhz vs 33Mhz), less advanced processor as well. Either the A1200 should go down in price or a hard drive should be standard with two more meg as well. OK, the Amiga has got the custom chips, but looking at these specs if I didn't know better (if I were new in the computer market) I'd choose the cheaper, more powerful and more widely used PC.

Nick Donnelly, Cambridgeshire

1) We gave Theme Park *a Gold because it was a great game – irrespective of the price. I'm sure Bullfrog would argue that they have to recoup their development costs, but since it's a port of a PC game,*



EuroDisney meets Alton Towers in the brilliant *Theme Park*.

and hardly a multi-million dollar interactive movie, perhaps £35 is pushing it a bit.
2) Yep. You'll need 3Mb RAM as well. Check out our review this issue.
3) The two gaming Steves are aware of these sorts of things (including Zappo compatibility) and if they can give you the info when they write the review, they will.
4) Yes, but until Amiga International (or whatever) start making machines again, all this is irrelevant. Amigas could be £5 each, and people would still buy PCs because there aren't any Amigas around. I'm sure the new company will be keen to bring out Amigas as cheaply as possible – let's wait and see, eh?

AND ANOTHER THING

Please answer these questions.
1) Can you tell me what is the best AGA driving game?
2) Are there any more RPG games like *Monkey Island*?
3) Is there any way to get *Lotus Esprit* working on the A1200?
4) Should I get a second drive or a hard disk?
5) Do you know any cheats for *Burnin' Rubber*?
6) Will there be a *Monkey Island 3*?
7) Recently I got the *Syndicate Missions American Revolt* disk. I got the *Syndicate* game from a *Chaos Pack* but this is only two disks and the instructions say use as disk four, so I automatically thought, use it as disk two. Lights, drive activity… Nothing! So I took it to a friend's house who has a four-disk version. It works fine. Should I take my original back to Silica? My friend's copy has an intro animation and I haven't. Am I complaining about nothing or is there something wrong?

John Parlette, Enfield

1) Well, Top Gear 2 *is the only AGA racing game so it would have to be the best. Although it's not a patch on* Formula One Grand Prix, *which, sadly, isn't AGA.*
2) There are other games like Monkey Island, *but none quite as good. Try* Beneath A Steel Sky *and the up-and-coming* Flight Of The Amazon Queen *from Renegade.*
3) Er… no. A1200 compatible versions have since been released (on budget and as part of the Lotus Trilogy *pack) but yours is knackered.*
4) Hard disk. Absolutely.
5) No. We don't have any and neither do Ocean. I suggest you drive faster and don't hit anything.
6) Probably not. LucasArts are currently working on The Dig, *the plot of which has been written by Stephen Spielberg. But whether they deign to license an Amiga version is anyone's guess.*
7) There were two versions of Syndicate: *a two-disk version released as part of an Amiga bundle and the standalone four-disk version. Unfortunately, the missions disk simply does not work on your version of* Syndicate *and so your only option is to send it back to our Mail Order Department (Carey Court, Bancome Road Industrial Estate, Somerton, Somerset TA11 6BR) for a refund. Sorry.*

TRANSFER OPTION

I have a 3-inch Amstrad *Printmaster* disk with borders, graphs, etc that I run on my Amstrad 8256 because I find this is better than any disk I can find for my Amiga 1200.

Although I have tried many places I can't find anybody who can transfer this from 3-inch Amstrad to 3.5-inch Amiga format. Many places will transfer to PC and Apple Mac but not Amiga. Can you or your friends next door at *PCW Plus* advise if, or where I can get a 3-inch disk(s) copied to 3.1/20-inch Amiga?

Tony Newton, East Sussex

You can actually buy 3.5-inch drives for the 8256, but it's unlikely that you want to spend that much cash. Your best bet is to link the two machines together using a serial lead and Comms software. However, the data on your Printmaster *disk is not going to like being on the Amiga, so just what you do from there is anyone's guess. I suggest you pick up a copy of our sister magazine* PCW Plus *and see if they can help you.*

BEAM ME UP, SCOTTY

I've been an enthusiastic *AF* reader for about two years, but in the last issue of *Backstage* (*AF64*) you really disappointed me. So you guys think that the *Star Trek* TV series and the six *Star Trek* films were 'painful', just to quote you. As a dedicated USS Enterprise fan, I must protest against this lack of respect towards the fantastic Mr Gene Roddenberry. I demand that you apologise to all

DISK DESPAIR

Here we go again. Another Coverdisk that doesn't deliver, *TV*Text Professional* (*AF64a*). In your blurb, Fun with fonts (page 11) you say we should just enter AF64A: Fonts in the path gadget, but what do we get? Nothing.

I didn't send the disk back to the distributors because I'm fed up with spending 50p on postage on top of £3.95 for the mag. So I took it back to the place of purchase and got a replacement. New disk, same problem.

Can you please get your programmers to get things right, tell your disk copying people to get their act together, or tell the distributors to stop dumping all the crap disks into Essex. Or is this a ruse to get us poor suckers to buy the next month's mag for the solution to a failed disk?

I don't suppose for one second that you will print this. I don't think you like this sort of comment, because I have never seen a gripe about a disk before. I can't be the only one surely. No my name is not Meldrew.

Extremely Peed Off, Essex

The one thing you might be doing is sticking a space between the AF64A: and the word Fonts. If not then... er... dunno. Technically it should work. Ours does. Try talking to Jason Holborn (who collates our Coverdisks) on Tuesday, our reader call day. He might be able to talk you through it.

Coverdisks are the bane of everyone's life. We have to squeeze tons of data on to these poor disks and then duplicate over 150,000 of them, so there are bound to be one or two that turn out a bit funny. We try very hard to make sure they work, but we can't check them all, I'm afraid.

those Trekkies out there on behalf of whom I'm writing, in the next *AF* issue. Shame on you!

By the way, d' you know where I can get the new *Star Trek* ship model from the new series?

Fabieu Wewly

I never said that – that was Holborn. And he only said 'a painful number of Star Trek *films'. Hardly a scathing indictment of the* Trek *genre, was it. Boy you pointy-eared lot are touchy.*

As it happens, there's a really good ST:TNG Enterprise model which is available from Comet Miniatures, 46-48 Lavender Hill, London SW11 5RH. Or call Tony James on 0171 228 3702. It'll knock you back £45, mind. Er... so someone told me.

EXCHANGE RATES

I'm a newcomer to the Amiga. I have just recently upgraded from a C128 to an Amiga 500. I've enjoyed the Amiga enough that next year I plan to purchase an A1200 system. I'm currently running with Workbench 2.1, a 512k RAM expansion, an external 880k floppy drive, a DataFlyer 500 SCSI controller w/52 meg Quantum HD and a Commodore model 1702 video monitor.

Due to the lack of support in the US for the Amiga I have thought of ordering from Europe. I have seen your ads in *Amiga Format* and I'm wanting more information. Do you ship to the US? What is the cost to me? Also do you have a simple conversion factor that I can use to determine the cost in the US dollar?

Dean S Cochrun, Newark, USA

You can subscribe to Amiga Format *– flip back to page 38. You'll have to pay £55.95 for a six-month subscription, which is roughly $86. To convert from $ to £ you'll have to check the current exchange rate which is hovering around the 1.55 mark (so $1.55 = £1.00). Check with your local banking organisation on the best way of sending money overseas.*

SOLD OUT

I'd be more than grateful if you could answer these simple questions. I own an A1200 with the bog standard 2Mb and recently purchased a Zappo CD-ROM drive.

1) Would I need more memory to view photo CDs or to run games such as *Microcosm*, and would I also need a CD³² control pad?

2) In future CD³² reviews, could you state whether they are compatible with the Zappo CD drive?

3) Is there any chance you could send me the *Imagine* Coverdisk proudly placed on *AF53*. I purchased my Amiga in March of this year, and while reading *AF* ever since, seen what I've missed. I've tried back issues and got the sold out reply, it would be greatly appreciated.

PS: To all Amiga dealers. More support for the Amiga in N/Ireland I'm sick of hearing PEE SEE!

S Thompson, Northern Ireland

1) Well, extra RAM is always useful, but in this case, no.

2) We sure can. Messrs Bradley and McGill have been instructed as such.

3) Sorry, but this issue's Coverdisk should help – and we're now selling Imagine 3.0 *on page 18. It's not cheap at £129.99, but it's an excellent package.*

PROJECT BLUES

We get loads of requests for help with school projects. But we simply do not have the time to compile and send out information. Sorry.

THE MAN AT THE TOP

Write to Commodore UK managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.



TRUE OR FALSE?

I am a 14-year-old A1200 owner and I have been saving up for ages for a CD³² and I was wondering if you could answer some questions for me?

There were some rumours in my school that there was a power glove coming out. Could you please tell me whether this is true or false?

I have heard there will be a CD³² add-on coming out for the A1200, could you tell me when and how much it will cost? Also could you let me know if it will have any extras with it (such as a joypad and games)?

One last thing, my favourite game is *Bodyblows Galactic AGA* and I saw *Rise Of The Robots* on *Bad Influence!* a few months ago. Do you happen to know when it will be out on the CD³² and how much it will cost?

Jamie Mackay, Bearsden, Glasgow

Unfortunately, I can't shed any light on the rumour regarding the power glove. It certainly is not a product we will be manufacturing.

Fortunately, I can give you some more positive information regarding your second point. When we are successful with our bid for Commodore we have plans to launch a CD add-on for the A1200 which will come with a joypad, but we have not decided yet what software (if any) will be with it. The price will probably be around £229.99 (inc VAT). However, I must point out that unlike the Amiga CD³², the CD1200 will not be able to play MPEG1 disks. So if you want to be able to play movies, pop videos and games with MPEG1 streams, you should go for the CD³², which will have an expansion box available for it to turn into a complete computer. Both the expansion box and the CD1200 could be available as early as Spring '95.

As far as Rise Of The Robots *is concerned, it's due for release on Amiga 1200 and Amiga CD³² on November 18 and it will cost £42.99 (A1200) and £34.99 (CD³²).*

COMMITMENT TO THE FUTURE

I don't know how many Amigas have been sold (perhaps you could tell us?), but I do know that all the Amiga owners that I have spoken to remain loyal despite the recent difficulties. However, I feel that a new improved Amiga is needed to show commitment to the future. I would suggest:

Amiga 1228MT

Processor:	**28MHz 68020 (EC)**
Graphics:	**640x512 (no flicker), 1024 colours from 16.7 million**
Sound:	**16-bit, 4 channel**
Floppy drive:	**1.44Mb DSHD**
Motherboard:	**2Mb Chip RAM**
	2Mb Fast RAM
	2 SIMM sockets
	PGA/PLCC FPU socket
	Battery backed-up clock
Local Bus Expansion: (not fitted)	**2 IDE devices**
	CD-ROM drive
	video card
Casing:	**Midi-tower**
Keyboard:	**Cherry-click**
Price:	**£499**

Matthew Elvidge, Greenbank, Plymouth

You don't specify what areas you want to know the Amiga figures for, but I can tell you that it's over 5,000,000 units, and I'm glad to hear from yet another source that those owners remain loyal to the Amiga family.

You are among many owners who have contacted me recently requesting various machines with all manner of specifications. Although I can't tell you the exact price or specifications at the present time, there are new machines in development planned for release some time next year and during 1996. What I can tell you is that they are higher spec and some will be substantially more powerful than anything which is currently planned by our competitors.

Gallery

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Jason Holborn wades through the latest batch of pixel punchin' Gallery entries.

MADONNA PORTRAIT

By Richard Wiley, London

This brilliantly realistic portrait of Madonna has been drawn completely by hand. The gradients on her face were created manually on a massive page size and then shrunk down. Once the face was complete, the head and shoulders were added.



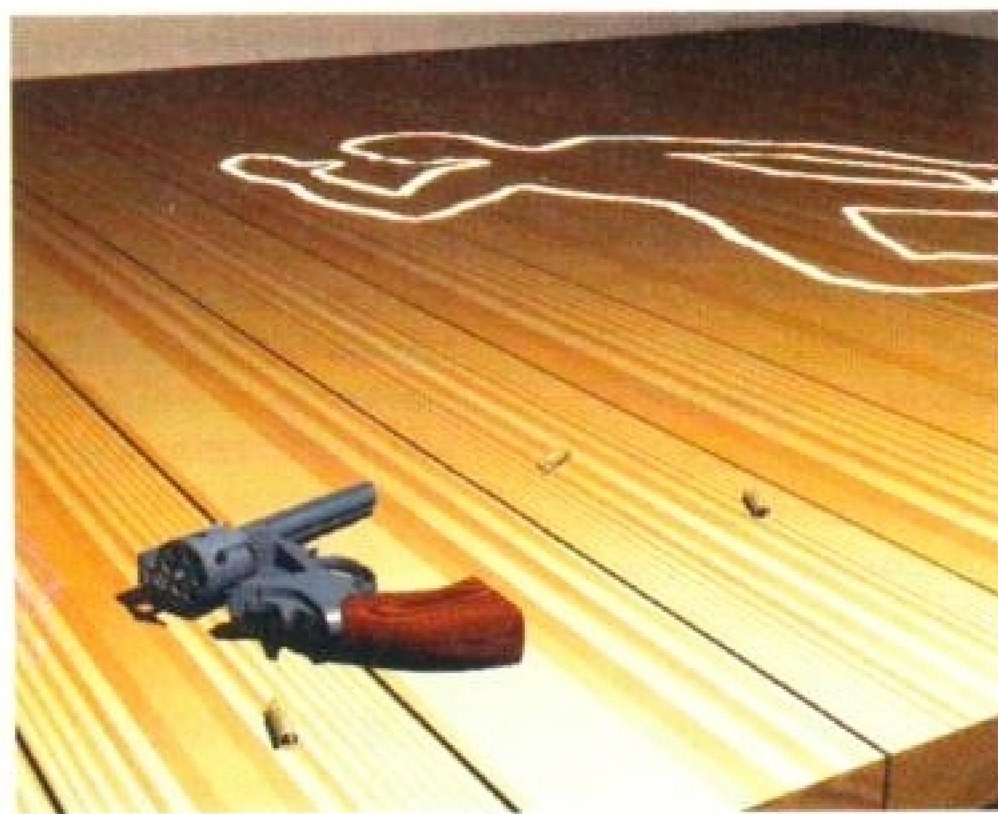
DMA Design are giving away a Tabby Graphics tablet worth £54.99 for the best Gallery picture. Plus, you could be commissioned to produce artwork for DMA, the team behind *Lemmings* and *Hired Guns*. Please indicate clearly if you don't want your details passed on to DMA. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.



PROJECT A-KO

By David Worrall, Dunfermline

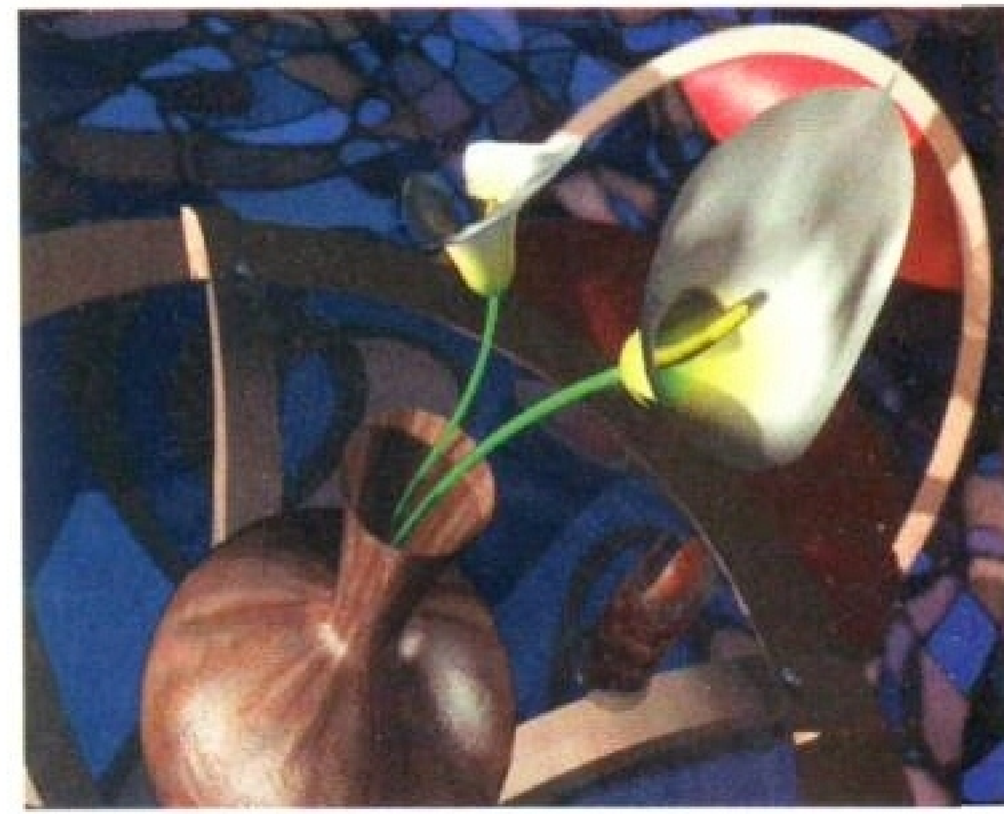
Cute Japanese cartoon characters are popular with Gallery entrants. This fab image has been hand-drawn with gradient fills, airbrushing and detailed editing using *DPaint III*'s magnification tool.



FATALITY

By Mr J McEwen, Loughborough

The chalk outline was drawn in *DPaint IV* and mapped on to the rendered floor using *DPaint*'s perspective tool and then anti-aliased by hand. The pistol was rendered separately and then mapped on in *DPaint*.



FLOWER

By Martin Jones, Thorpe Bay

This was rendered on an Amiga 1500 with a GVP G-Force accelerator running *Imagine 3.0*. Martin has now changed over to *Lightwave* – let's hope that he continues to produce images of this quality.



ORK WARRIOR

By Alan Knowles, Birkenhead

Not a very stunning image at first sight, but the use of posterised colour and subtle dithering patterns makes it very striking. Worth noting is the clever use of a limited colour palette (no more than 16 colours have been used) and subtle shading effects.



HARD GIRL

By David Squirrel, Draycott

Based on an image from the Foundations Forum 94 advertisement, David has transferred this picture to his Amiga A1200 using *DPaint IV AGA*. Although the perspective on the girl's face is not quite correct, the image still works extremely well.



THE SCREAMER

By Andrew Cashmore, Staffordshire

Last but not least, we have Andrew Cashmore's Screamer, a disturbing picture that lends itself to a purely monochrome palette extremely well. The clever use of shades of grey adds to the image's sinister atmosphere. Nice one Andrew!

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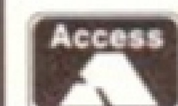
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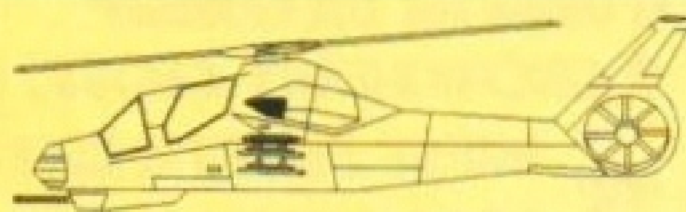
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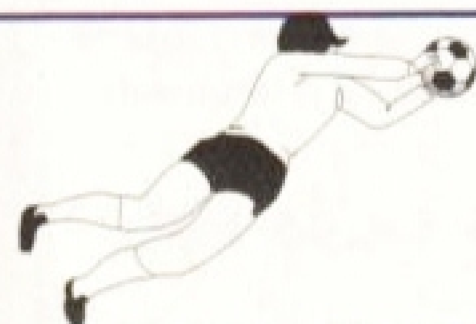
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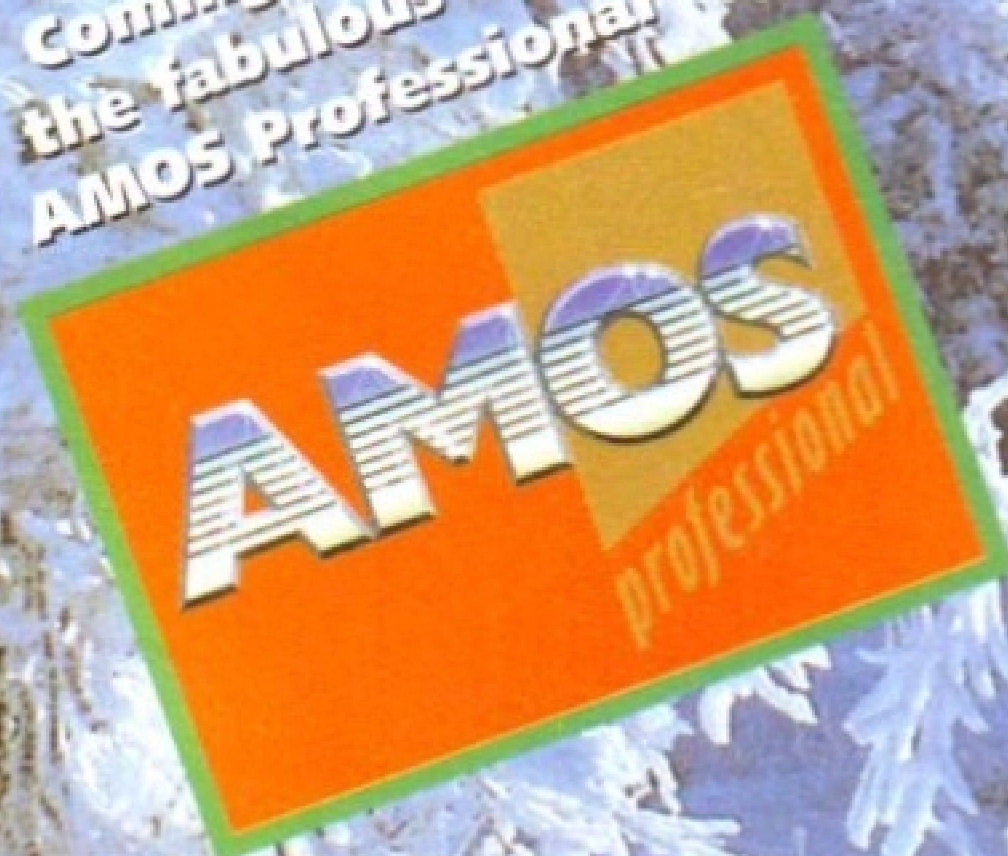
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Coming next month: the fabulous AMOS Professional!



Issue 67
On sale Thursday December 15
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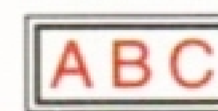
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